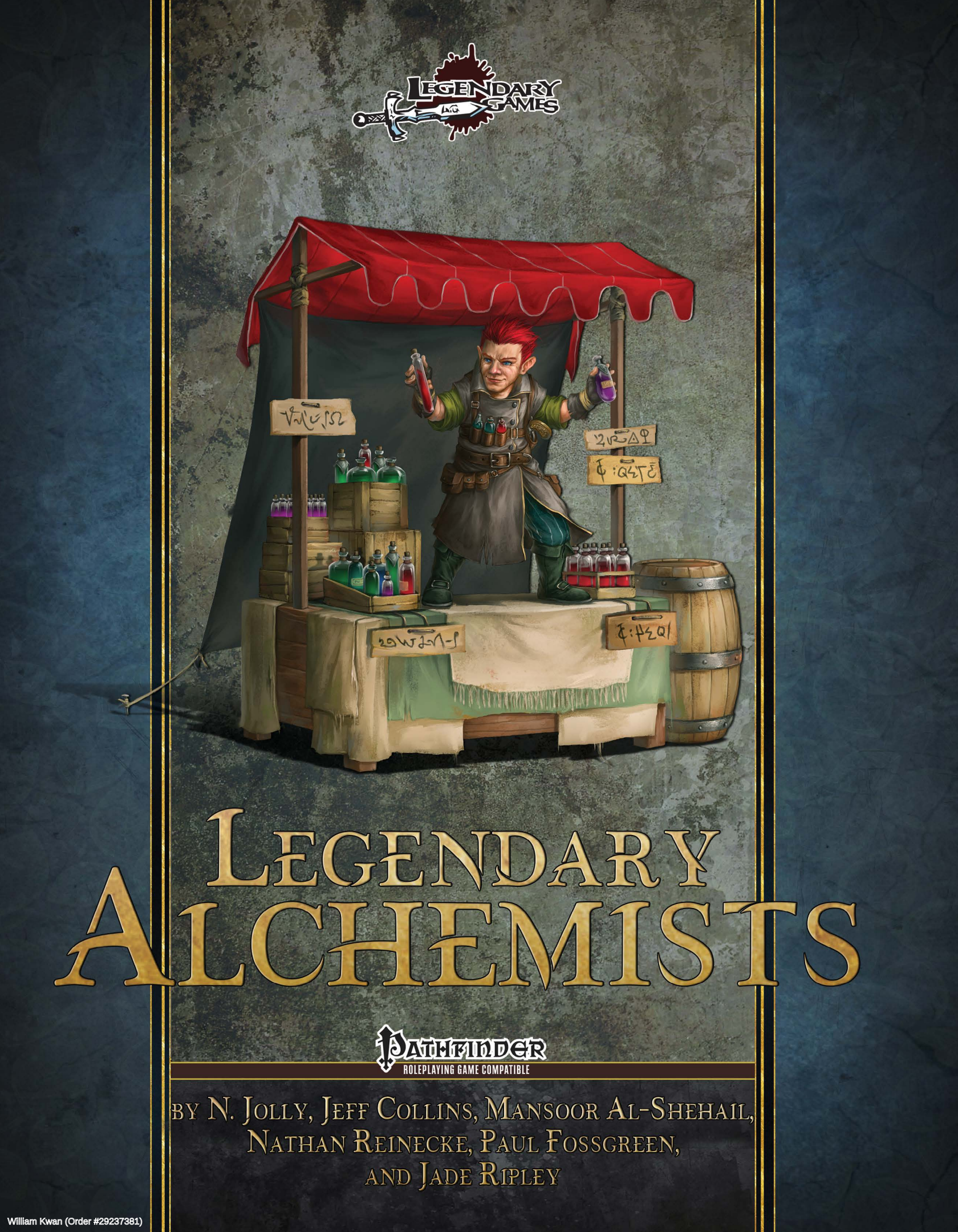

LEGENDARY ALCHEMISTS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

BY N. JOLLY, JEFF COLLINS, MANSOOR AL-SHEHAIL,
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AND JADE RIPLEY

William Kwan (Order #29237381)

Legendary Alchemists

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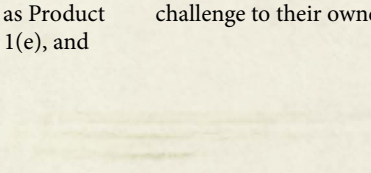

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Welcome to Legendary Heroes

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

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What You Will Find Inside *Legendary Alchemists*

Legendary Alchemists is the latest volume in our series of class-focused player supplements, this time focusing on the most versatile and unique class in the game; the experimental alchemists! This base class, introduced in the *Pathfinder Roleplaying Game Advanced Player's Guide*, was a class designed to focus on explosives, self-experimentation, and a new and unique form of spellcasting through extracts. Legendary Alchemists expands even further on those concepts with a full redesign of amazing and unique customizations to allow players to fully explore their preferred area of super science. In addition, over 80 new discoveries spread across 3 unique alchemical disciplines allow characters incredible variety to create their perfect mad scientist. With over a dozen new archetypes including the martially inclined **combat scientist** to the bestial **beastborn shifter**, along with the endlessly inventive **technical chymist**, the psychically imbued esoterist, and the necromantic master **reanimator**, there's no shortage of ways to build this impossibly versatile class!

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Roleplaying Game* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

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ACG= Pathfinder Roleplaying Game Advanced Class Guide
ACG = Pathfinder Roleplaying Game Advanced Player's Guide
ACG = Pathfinder Roleplaying Game Advanced Race Guide
ACG = Pathfinder Roleplaying Game Adventurer's Guide
B2 = Pathfinder Roleplaying Game Bestiary 2
HA = Pathfinder Roleplaying Game Horror Adventures
MC = Pathfinder Roleplaying Game Monster Codex
OA = Pathfinder Roleplaying Game Occult Adventures
PU = Pathfinder Roleplaying Game Pathfinder Unchained
PCS:ISG = Guide to gods of the Inland Sea region of the official campaign setting.
PCS:ISWG = Hardcover guide to world of the Inland Sea region of the official campaign setting.
PPC:AA = Softcover companion armory for adventurers.
PPC:AM = Softcover companion manual of alchemy.
PPC:ArA = Softcover companion anthology for arcane characters.
PPC:BoS = Softcover companion for characters with shadow blood.
PPC:FF = Softcover companion folio for familiars.
PPC:MTT = Softcover companion toolbox of magical tactics.
PPC:OO = Softcover companion on the origins of occult characters.
PPC:PotR = Softcover companion for people living along rivers.
PPC:SH = Softcover companion handbook for spymasters.
SoM = Spheres of Might
SoP = Spheres of Power
UE = Pathfinder Roleplaying Game Ultimate Equipment
UI = Pathfinder Roleplaying Game Ultimate Intrigue
UM = Pathfinder Roleplaying Game Ultimate Magic
UW = Pathfinder Roleplaying Game Ultimate Wilderness
PU = Pathfinder Roleplaying Game Pathfinder Unchained

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INTRODUCTION

"Father always told me that the world was a puzzle just waiting to be solved, a collection of mysteries that were waiting for someone with skilled enough hands to figure out the solution to everything."

Talal Al-Hakeem, alchemist in training and student of the White Vulture

In a roleplaying game, an alchemist is varied concept which can be represented in many ways. From the brutal experimentalist who modifies their own body to the mad bomber whose glee while creating explosions cannot be matched. But the driving focus of all alchemist is often the same; the acquisition of knowledge. What separates an alchemist from a common adventurer is the thrill of discovery, the rush experienced when finding out a new piece of information that was thought unobtainable. While the avenues they travel to gain this knowledge vary wildly, the greatest treasure an alchemist can receive is information, and what better laboratory than the bloodsoaked fields of battle?

LEGENDARY ALCHEMIST

"I minored in etymology when I was your age. It's a curious thing, but so many words used to describe distinct magical ideas were not first used to describe magic; 'arcane' and 'occult' both mean 'secret', while a 'grimoire' is a book of grammar, itself the root of 'grammarie', meaning literally 'writing'. Wizards keep secrets. You, my students, will publish them."

Professor Giovanni Eidel, Burnhaven University

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the alchemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions they brew. While some creators of alchemical items content themselves with sedentary lives as merchants, providing tindertwigs and smokesticks, the true alchemist answers a deeper calling. Rather than cast magic like a spellcaster, the alchemist captures their own magic potential within liquids and extracts he creates, infusing their chemicals with virulent power to grant themselves impressive skill with poisons, explosives, constructs, and all manner of self-transformative magic.

Role: The alchemist's reputation is not softened by their exuberance (some would say dangerous recklessness) in perfecting their magical extracts and potion-like creations, infusing these substances with magic siphoned from their aura and using their own body as experimental stock. Nor is it mollified by the alchemist's almost gleeful passion for building explosive bombs and discovering strange new poisons and methods for their use. These traits, while making

them a liability and risk for most civilized organizations and institutions of higher learning, seem to fit quite well with most adventuring groups.

Legendary Class: While the legendary alchemist shares some similarities with its base class, the largest changes to the class are its ability to specialize in unique alchemical disciplines, giving the class a unique focus from the start. The result is a class that feels far more thematically cohesive as well as mechanically focused, allowing for players to more easily embrace their concepts from the start. With unique and rebalanced discoveries, archetypes, and abilities, the legendary alchemist has a very unique niche in adventuring groups, allowing it to shine in any party.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 5d6 x 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

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Class Skills

The alchemist's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex) Survival(Wis), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the alchemist.

Weapon and Armor Proficiencies

Alchemists are proficient with all simple weapons, crossbows, and weapons with 'alchemical' in their name. They are also proficient with light armor and bucklers.

Alchemy (Su) When using Craft (alchemy) to create an alchemical item, an alchemist gains a competence bonus equal to their class level on the Craft (alchemy) check. In addition, an alchemist can use Craft (alchemy) to identify potions as if using *detect magic*. They must hold the potion for 1 round to make such a check. In addition, whenever an alchemist uses an alchemical item as a weapon or otherwise, its DC is increased to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier (unless it would normally be higher). An alchemist can draw alchemical items (such as alchemist's fire) as a part of making an attack with them, rather than requiring a move action to do so.

An alchemist can spend 1 point of quintessence as a swift action to cause an alchemical item to deal an additional die of damage (an alchemist fire would deal 2d6 damage, while bottled lightning would deal 2d8 damage), this effect lasts until the end of the alchemist's next turn. At 5th level and every five levels afterwards, whenever the alchemist spends quintessence for this ability, they increase the damage by an additional damage die, up to a maximum of five additional damage dice at 20th level.

Extracts (Su) Alchemists are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, an alchemist prepares their spells by mixing ingredients into a number of extracts, and then "casts" their spells by drinking the extract. In many ways, extracts behave like spells in potion form, and as such their effects can be dispelled by effects like *detect magic* using the alchemist's level as the caster level. Unlike potions, though, extracts can have powerful effects and duplicate spells that a potion normally could not.

An alchemist can create only a certain number of extracts of each level per day. Their base daily allotment of extracts is given on **Table 1-1: Alchemist**. In addition, they receive bonus extracts per day if they have a high Intelligence score, in the same way a wizard receives bonus spells per day. When an alchemist mixes an extract, they infuse the chemicals and reagents in the extract with magic siphoned from their own magical aura. An extract, once created, remains potent for 1 day before becoming inert, so an alchemist must re-prepare their extracts every day. In addition, an extract can be used by any creature who possesses it. Mixing an extract takes 1 minute of work—most alchemists prepare many extracts at the start of the day or just before going on an adventure, but it's not uncommon for an alchemist to keep some (or even all) of their daily extract slots open so that they can prepare extracts in the field as needed.

Although the alchemist doesn't actually cast spells, they do have a formulae list that determines what extracts they can create. An alchemist can utilize spell-trigger items if the spell appears on their formulae list, but not spell-completion items (unless they use Use Magic Device to do so). An extract is "cast" by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the creature who drinks the extract even if it would normally be able to target multiple creatures (although alchemists with the inhaled extracts discovery [see below] can affect multiple people with their extracts, regardless of if it would normally only target a single creature) . The alchemist uses their level as the caster level to determine any effect based on caster level. Creating extracts consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements (alchemist extracts that duplicate divine spells never have a divine focus requirement). An alchemist can prepare an extract of any formula they know.

To learn or use an extract, an alchemist must have an Intelligence score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against an alchemist's extract is 10 + the extract level + the alchemist's Intelligence modifier. An alchemist may know any number of formulae. They store their formulae in a special tome called a formula book. They must refer to this book whenever they prepare an extract but not when they consume it. An alchemist begins play with two 1st level formulae of their choice, plus a number of additional formulae equal to their Intelligence modifier. At each new alchemist level, they gain one new formula of any level that they can create. An alchemist can also add formulae to their book just like a

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Table 1-1: Legendary Alchemist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Extracts per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Alchemy, alchemical discipline, bombs, extracts, quintessence, throw anything,	1	—	—	—	—	—
2nd	+1	+3	+3	+0	Alchemical weapon, discovery, poison resistance +2	2	—	—	—	—	—
3rd	+2	+3	+3	+1	Alchemical fusion, brew potion, swift alchemy	3	—	—	—	—	—
4th	+3	+4	+4	+1	Discovery, quintessence surge +1	3	1	—	—	—	—
5th	+3	+4	+4	+1	Alchemical study, discipline breakthrough, poison resistance +4	4	2	—	—	—	—
6th	+4	+5	+5	+2	Discovery	4	3	—	—	—	—
7th	+5	+5	+5	+2	Multi bomb	4	3	1	—	—	—
8th	+6/+1	+6	+6	+2	Discovery, poison resistance +6, quintessence surge +2	4	4	2	—	—	—
9th	+6/+1	+6	+6	+3	Discipline defense	5	4	3	—	—	—
10th	+7/+2	+7	+7	+3	Discovery, poison immunity	5	4	3	1	—	—
11th	+8/+3	+7	+7	+3	Discipline breakthrough, empowered bomb	5	4	4	2	—	—
12th	+9/+4	+8	+8	+4	Discovery, quintessence surge +3	5	5	4	3	—	—
13th	+9/+4	+8	+8	+4	Instant alchemy	5	5	4	3	1	—
14th	+10/+5	+9	+9	+4	Discovery	5	5	4	4	2	—
15th	+11/+6/+1	+9	+9	+5	Flurry bomb	5	5	5	4	3	—
16th	+12/+7/+2	+10	+10	+5	Discovery, quintessence surge +4	5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	Discipline breakthrough	5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Discovery	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Discipline defense, ultimate bomb	5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Grand discovery, quintessence surge +5	5	5	5	5	5	5

wizard adds spells to their spellbook, using the same costs and time requirements. An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An alchemist does not need to decipher arcane writings before copying them. An alchemist is treated as a spellcaster for the purpose of taking item creation feats, using their class level as their caster level. They are not treated as knowing any spells for the purpose of prerequisites of magic item creation.

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Quintessence (Su) While the majority of the alchemist's research is based upon science, to truly tap into the unknown, the alchemist needs to put a part of themselves into their research in the form of quintessence. The alchemist uses this mystic resource as a catalyst to bridge the gap between the supernatural and science, allowing them to create something more powerful than the sum of its parts. An alchemist possesses an amount of quintessence equal to their Intelligence modifier; at 2nd level and every three levels afterwards, they gain an additional point of quintessence. Some class features and discoveries will require the alchemist to spend a listed amount of quintessence. An alchemist's quintessence pool refreshes each day, typically after they get a restful night's sleep.

Alchemical Discipline (Su) At 1st level, an alchemist must focus on a particular path of alchemy, devoting their time and resources towards mastering it. Each discipline possesses its own unique abilities and discoveries, allowing for the alchemist to expand upon their abilities in interesting and unique ways. An alchemist can select the following disciplines:

MUTAGENIC

Mutagenic discipline alchemists gain the following class feature:

Mutagen (Su) At 1st level, a mutagenic alchemist discovers how to create a mutagen that they can imbibe in order to heighten their physical prowess at the cost of their personality. The mutagenic alchemist must spend 1 point of quintessence and 10 minutes to brew a dose of mutagen, and once brewed, it remains potent until 24 hours have passed, becoming inert after that. A mutagenic alchemist can create as many mutagens as they wish at a time, allowing them to create backups. A mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When a mutagenic alchemist brews a mutagen, they select one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the mutagenic alchemist to grow bulkier and more bestial, granting them a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level.

A non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if they drink it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever a mutagenic alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

At 10th level, the mutagenic alchemist's mutagen now grants a +4 natural armor bonus, a +6 alchemical bonus to one physical ability score (Strength, Dexterity, or Constitution), and a +4 alchemical bonus to a second physical ability score. At 16th level, the mutagenic alchemist's mutagen now grants a +6 natural armor bonus, a +8 alchemical bonus to one ability score (Strength, Dexterity, or Constitution), a +6 alchemical bonus to a second physical ability score, and a +4 alchemical bonus to a third physical ability score.

TINKER

A tinker alchemist gains the following abilities:

Automaton (Ex) At 1st level, a tinker alchemist gains the ability to create a powerful mechanical ally called an automaton. This being's nature—whether of fleshcraft, gears, or alchemical hydraulics—may vary depending on the alchemist that created it, and its form may mimic any creature or be entirely fantastical but it is always obvious that it is not a natural creature unless somehow disguised.

Automata are normally passive, taking only a single move action each round. If the alchemist actively commands their automaton, however, it may take a full round of actions (move, standard, and swift) that round. Commanding an automaton is a standard action that requires the alchemist to be within 100 feet of their automaton and to be able to communicate with it in some way, whether by speech, signs, or some more exotic means. By spending a point of quintessence, the alchemist may instead command it as a free action; if they do so, the command allows the automaton to take a full round of actions each round for a number of rounds equal to the alchemist's Intelligence modifier. Only the alchemist that created it may command their automaton in this way; if another creature somehow gains control of the automaton, it

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can only ever take a move action each round. Even if the alchemist does not actively command their automaton, it follows its master's wishes to the best of its abilities, and the alchemist may communicate their wishes in any way they could communicate with other creatures.

Should the automaton be destroyed, it may be repaired by the alchemist spending 100 GP worth of alchemical substances and 8 hours of work. Alternatively, the alchemist may create a completely new automaton by spending 24 hours of work and 300 GP worth of alchemical substances; any automaton they previously had becomes irreversibly non-functional. This allows the alchemist to choose new customizations and even base forms, if they so choose.

Full details on how automata work can be found in the automata section.

Crafter Savant A tinker alchemist chooses a Craft skill relevant to the creation of their automaton, such as armor, machinery, metalwork, or gemcutting. They gain a competence bonus equal to their class level on skill checks with that Craft skill. They may repair their automaton using that skill. They make a Craft check and restore hit points equal to the result. This takes 1 hour.

TOXICOLOGIST

A toxicologist alchemist gains the following ability:

Poisoner (Ex) A toxicologist alchemist can create a variety of toxins, a special type of poison like tools. Doing so costs 1 point of quintessence and 10 minutes to create a number of toxins equal to the toxicologist alchemist's Intelligence modifier, each toxin being placed inside of a vial or other similar receptacle that is not exposed to open air. A toxicologist alchemist can never possess an amount of toxins greater than their Intelligence modifier, and toxins remain potent for 24 hours before becoming inert, although they become inert 1 round after being exposed to open air. The toxicologist alchemist can prevent this by applying it to a weapon; drawing and applying a toxin to a weapon can be done as a move action, the toxin remaining active for a number of rounds equal to the toxicologist alchemist's Intelligence modifier (this can be done by characters with the Use Poison class feature). a character without the use poison or poisoner class feature cannot apply a toxin to a weapon, automatically exposing themselves to the poison when attempting to do so. Due to the toxicologist alchemist's bond with their toxins, they are always aware if a creature within 60 feet of themselves has failed a saving throw against their toxins.

When a toxin is created, the toxicologist alchemist can decide the method in which the toxin is delivered, being either inhaled, contact, or digested. When inside of their vials, thrown toxins have a range of 30 feet and use the Throw Splash Weapon special attack, lasting for 1 round before evaporating into harmless smoke, and a thrown toxin covers a 5 foot square. The toxicologist alchemist can modify their poisons with [additive] discoveries, causing the effects of the toxin to change accordingly; these discoveries are applied when the toxin is created.

The toxicologist alchemist is immune to their own toxin unless they decide otherwise upon creating it, but any creature exposed to this toxin (according to its type) must succeed at a Fortitude save (DC = 10 + 1/2 the alchemist's class level + the alchemist's Intelligence modifier). On a failed save, the target takes an amount of damage equal to the toxicologist alchemist's Intelligence modifier and is sickened for 1 minute, and the toxicologist alchemist can decide to create a toxin which does not deal damage. A creature can only be

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exposed to a single toxin from a toxicologist alchemist each round (multiple toxicologist alchemists can affect the same creature in a round); if a creature is exposed to additional toxins in the same round, they are unaffected by it. This is a poison effect.

At 6th level, a toxicologist can apply a toxin to a weapon as a swift action and a toxin applied to a weapon remains active for a number of minutes equal to the toxicologist alchemist's Intelligence modifier. At 12th level, a toxicologist alchemist can apply two [additive] talents to a single toxin, each requiring their own successful saving throw to avoid their effects (if the toxins require saving throws). At 18th level, the toxicologist alchemist can select a single [additive] talent applied to their toxin, a creature who successfully makes a saving throw against that toxin must make an additional saving throw against that discovery at the beginning of their next turn; passing this additional saving throw does not force them to make another saving throw against that poison.

Bomb (Su) Alchemists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. An alchemist can create a single bomb per round. Bombs are unstable, and if not used in the round they are created, they degrade and become inert—their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the alchemist must use a small vial containing an ounce of liquid catalyst—the alchemist can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Once created, a catalyst vial remains usable by the alchemist for years.

Drawing the components of, creating, and throwing a bomb can be done as an attack action (if being used with *Spheres of Might*[SOM], it is instead treated as a special attack action) that does not provoke an attack of opportunity (although making a ranged attack provokes an attack of opportunity as normal). Thrown bombs have a range of 30 feet and use the Throw Splash Weapon special attack. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. An alchemist is automatically proficient with all bombs they create. On a direct hit, an alchemist's bomb inflicts 1d6 points of fire damage + additional damage equal to the alchemist's Intelligence modifier (the alchemist's Intelligence modifier is only applied once to the bomb's damage). The damage of an alchemist's bomb increases by 1d6 points at every odd-numbered alchemist level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from an alchemist's bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the alchemist's level + their Intelligence modifier. Due to the alchemist's bond with their bombs, they are always aware if a creature within 60 feet of themselves has failed a saving throw against their bombs.

Alchemists can learn new types of bombs as [substance] or [shape] discoveries (see the Discovery ability) as they level up. An alchemist must spend an amount of quintessence listed in each bomb's description (if any) to apply a discovery to their bomb. An alchemist's bomb, like an extract, becomes inert if used or carried by anyone else.

Throw Anything (Ex) All alchemists gain the Throw Anything feat as a bonus feat at 1st level. An alchemist adds their Intelligence modifier to damage done with splash weapons (this does not effect bombs, as they already add the alchemist's Intelligence modifier to damage), including the splash damage if any.

Poison Resistance (Ex) At 2nd level, an alchemist gains a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, an alchemist becomes completely immune to poison.

Alchemical Weapon (Ex) At 2nd level, an alchemist can infuse a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as alchemist's fire or sneezing powder, as a move action.

This action consumes the alchemical item but transfers its effect to the weapon in question. The alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, affect additional targets, or benefit from any other effects that specifically affect splash weapons, nor does it gain the additional damage from Throw Anything.

Legendary Alchemist and the Alchemy Sphere

While there is some compatibility between the Legendary Alchemist and *Spheres of Might*, both Alchemical Weapon and Alchemical Fusion as well as other class abilities are not intended to work with alchemical items which have been modified through (formula) talents from the ***Alchemy*** sphere. While the Throw Anything class feature should be fine to use with such alchemical items, these class features have not been made with the Alchemy sphere in mind. Allowing these class features to work with such alchemical items should be at the GM's discretion.

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Any extra damage added is not doubled on a critical hit. The alchemical treatment causes no harm to the weapon treated and wears off 1 minute after being applied if no blow is struck. Infusing a new alchemical item also removes the effect of any alchemical liquid or powder previously applied with this ability. At 6th level, a alchemist can use their alchemical weapon ability as a swift action. At 15th level, this ability becomes a free action.

Discoveries (Ex) At 2nd level, and then every two levels thereafter (up to 18th level), an alchemist makes an incredible alchemical discovery. Unless otherwise noted, an alchemist cannot select an individual discovery more than once. Some discoveries can only be made if the alchemist has met certain prerequisites first, such as uncovering other discoveries. The DC of any saving throw called for by a discovery is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

Alchemical Fusion (Ex) At 3rd level, a alchemist can combine two alchemical splash weapons (holy water and unholy water are treated as alchemical splash weapons for the purpose of this ability)into a single flask; doing so takes 1 minute. When thrown as a splash weapon, the mixture has the effects of both component substances and creatures are affected as if hit by both. The mixture becomes inert after 24 hour unless the alchemist spends 1 minute to separate the materials into individual containers, and only liquids may be mixed with this ability. This ability does not work on potions, elixirs, extracts, or other such materials. Mixing a substance with a similar or identical substance (such as alchemist's fire with alchemist's fire) doubles that item's effect and duration. A mixture cannot be combined with another mixture, including mixtures created with other items, such as a hybridization funnel. A mixture cannot be used with the alchemy ability to increase its damage or the alchemical weapon class feature.

Brew Potion (Ex) At 3rd level, alchemists receive Brew Potion as a bonus feat. An alchemist can brew potions of any formulae they know (up to 3rd level), using their alchemist level as their caster level. The spell must be one that can be made into a potion. The alchemist does not need to meet the prerequisites for this feat.

Swift Alchemy (Ex) At 3rd level, an alchemist can create alchemical items with astounding speed. It takes an alchemist half the normal amount of time to create alchemical items, and they can apply poison to a weapon as a move action.

Quintessence Surge (Su) At 4th level, the alchemist can spend 1 quintessence as a free action. If they do, they gain a +1 alchemical bonus on all attack rolls for 1 minute. At 8th level and every four levels afterwards, this alchemical bonus increases by 1 (to a maximum of +5 at 20th level).

Alchemical Study (Ex) At 5th level, an alchemist gains the skill unlock[PU] for Craft (alchemy).

Discipline breakthrough (Ex) At 5th level and every six levels afterwards, a alchemist experiences an incredible breakthrough in the field of their discovery. An alchemist gains the listed benefit for their discipline:

MUTAGENIC

5th

Unstoppable Mutagen (Ex) Whenever a mutagenic alchemist imbibes their mutagen, they gain a number of temporary hit points equal to their class level + their Intelligence modifier for the duration of their mutagen. The alchemist can spend 1 point of quintessence to restore these temporary hit points as a free action at the beginning of their turn. In addition, their mutagen is treated as an extraordinary effect.

11th

Enduring Mutagen (Ex) The mutagenic alchemist can spend 1 additional point of quintessence when creating a mutagen to cause its effects to last for 1 hour per alchemist level. In addition, the mutagenic alchemist can spend 1 minute to suppress the effects of their mutagen. While suppressed, the mutagenic alchemists can spend a full-round action to regain the benefits of their mutagen.

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Craft (alchemy) Skill Unlock

5 Ranks: When determining your weekly progress, double the result of your Craft check before multiplying the result by the item's DC.

10 Ranks: You do not ruin any of your raw materials unless you fail a check by 10 or more.

15 Ranks: When you determine your progress, the result of your check is how much work you complete each day in silver pieces.

20 Ranks: You can craft magic armor, magic weapons, magic rings, and wondrous items that fall under your category of Craft using the normal Craft rules.

17th

Perfect Mutagen (Ex) A mutagenic alchemist reduces the cost of their mutagen to 0 (applying enduring mutagen still requires them to spend 1 point of quintessence), although they can only have a number of mutagens active equal to their Intelligence modifier. In addition, they reduce the quintessence cost of their of all [evolution] discoveries by 1 (to a minimum of 1). While under the effects of their mutagen, if the mutagenic alchemist makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, they instead avoid the effect entirely.

TINKER

5th

Invigorating Command (Ex) When a tinker alchemist spends quintessence to command their automaton, they gain a +10 feet enhancement bonus to their movement speed, a +1 dodge bonus to AC, and a +1 bonus to saving throws for a number of rounds equal to the tinker alchemist's Intelligence modifier. These bonuses increase to +20 feet and +2 at 10th level and +30 feet and +3 at 20th level.

11th

Bulwark Automaton (Ex) As an immediate action when a tinker alchemist is targeted with a weapon or natural attack and their automaton is within twice its movement speed of the alchemist a tinker alchemist may call their automaton to their side. The attack, and any other such attacks the attacker attempts to make against the alchemist until the end of its turn, targets the automaton instead. The alchemist may use this ability after an attack is rolled, but before the result is revealed.

17th

Semblance of Cognition (Ex) A tinker alchemist no longer needs to spend quintessence to command their automaton as a free action. If they have Invigorating Command, they gain the bonuses from that breakthrough whenever they command their automaton.

TOXICOLOGIST

5th

Poison Absorption (Ex) A toxicologist alchemist can absorb any poison or toxin in their possession into themselves without suffering its effects; although they can only have one such poison at a time. A number of times per day equal to 1/2 their alchemist level, they can metabolize a poison or toxin inside of themselves as a move action, recovering a number of hit points equal to their class level + their Intelligence modifier. Whenever a toxicologist alchemist is exposed to a poison which is not in their possession (but not a poison effect), if they successfully save against its effects, they can absorb that poison as a free action (if the toxicologist alchemist is immune to poison, they can choose to absorb it or not). Any poison or toxin absorbed by the toxicologist alchemist disperses from their body after 8 hours of rest.

11th

Poison Adaptation (Ex) A toxicologist alchemist can have a number of poisons or toxins absorbed into themselves equal to their Intelligence modifier. In addition, they can apply poison or toxins (including absorbed poison and toxins) to a weapon as a free action once per round; they can instead spend a swift action to do this. If they do so, the poison or toxin's DC is increased by +2. A toxicologist alchemist can also metabolize a poison as a swift action.

17th

Poison Assimilation (Ex) Whenever a toxicologist alchemist uses a swift action to apply a toxin to a weapon, any creature exposed to that toxin must roll two saving throws instead of one, taking the lower result. In addition, if the toxicologist alchemist has the poison absorption discipline breakthrough, whenever they recover hit points from metabolizing a poison, they can make a saving throw against one ongoing condition from which they are suffering, instantly ending that condition if the saving throw is successful.

Multi Bomb (Ex) At 5th level, whenever an alchemist creates a bomb, they can create two bombs, being able to attack with both as a part of their attack action. This second bomb takes a -5 penalty to its attack roll, is not treated as an attack action, and the alchemist cannot apply a substance discovery to this bomb

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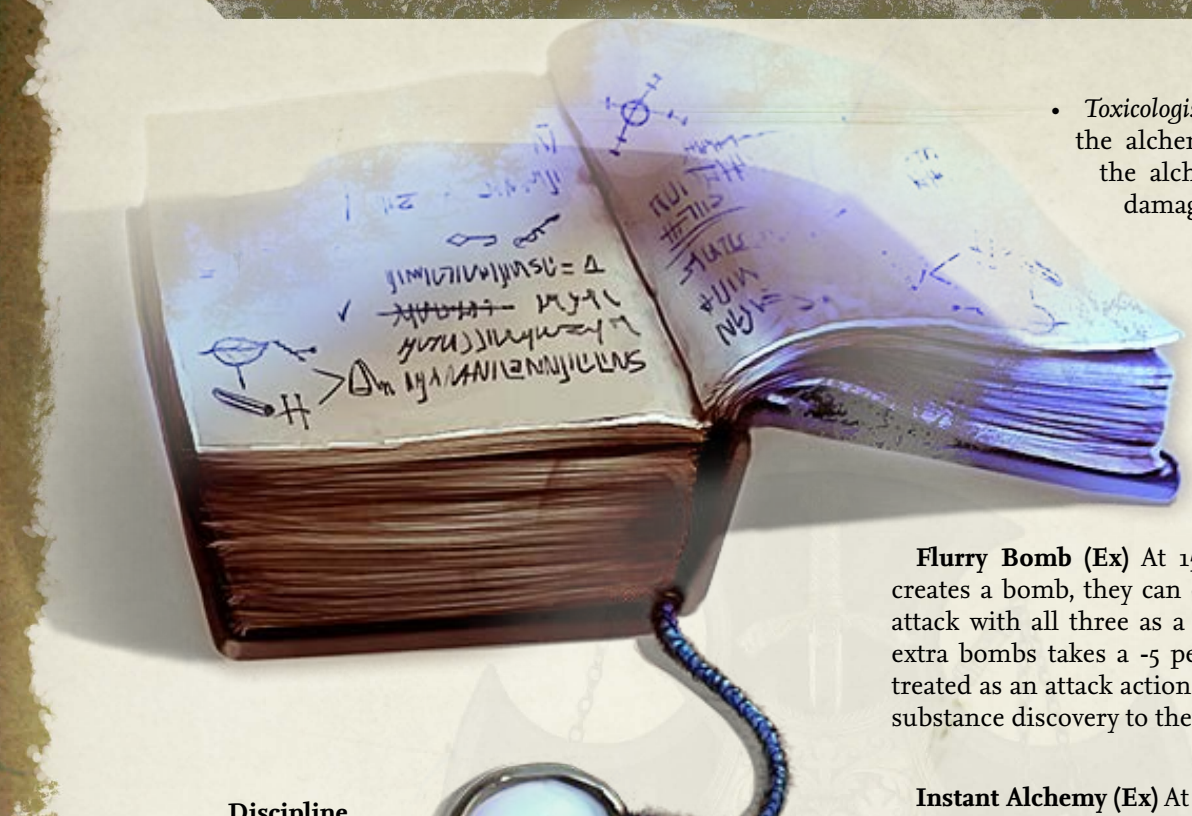

Discipline Defense (Ex) At 9th level and again at 19th level, an alchemist gains a unique defensive ability based on their chosen discipline:

9th level

Mutagenic: The alchemist gains a bonus to saving throws against transmutation effects equal to 1/2 their class level and gains DR overcome by adamantine equal to 1/3 their class level while under the effects of their mutagen.

Tinker: The alchemist gains a 50% chance to negate critical hits and sneak attacks.

Toxicologist: Whenever an alchemist would be poisoned by a living creature that is within their reach, the creature attempting to poison them must also make a saving throw against that poison or be poisoned themselves. In addition, the alchemist gains acid resist equal to 1/2 their class level

19th level

- *Mutagenic*: The alchemist becomes immune to transmutation effects, although they can chose to allow a transmutation effect affect them.
- *Tinker*: The alchemist becomes immune to critical hits and sneak attack.
- *Toxicologist*: All allies within 60 feet of the alchemist are immune to poison and the alchemist becomes immune to acid damage.

Empowered Bomb (Ex) At 11th level, if the alchemist spends 1 or more quintessence applying a discovery to a bomb, the damage die of the alchemist's bombs increases to 1d8 until the end of their round.

Flurry Bomb (Ex) At 15th level, whenever an alchemist creates a bomb, they can create three bombs, being able to attack with all three as a part of their attack action. These extra bombs takes a -5 penalty to their attack roll, are not treated as an attack action, and the alchemist cannot apply a substance discovery to them bombs.

Instant Alchemy (Ex) At 18th level, an alchemist can create alchemical items with almost supernatural speed. They can create any alchemical item as a full-round action if they succeed at the Craft (alchemy) check and have the appropriate resources at hand to fund the creation.

Ultimate Bomb (Ex) At 19th level, an alchemist can spend 2 quintessence to create an ultimate bomb. An ultimate bomb deals three times the damage of a normal bomb and any saving throw the bomb may have associated with it increases by 2 (the ultimate bomb's base damage is treated as 3d6+ three times the alchemist's Intelligence score). The alchemist can also add a second [substance] discovery to it; if the two discoveries would deal different types of damage, this bomb deals both damage types. An ultimate bomb cannot be used with the flurry bomb class feature, but it can be used with multi bomb.

Grand Discovery (Su) At 20th level, the alchemist makes a grand discovery. They immediately learn two normal discoveries, but also learns a third discovery chosen from the list below, representing a truly astounding alchemical breakthrough of significant import. For many alchemists, the promise of one of these grand discoveries is the primary goal of their experiments and hard work.

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FORMULAE LIST

"People come in and ask me what my most popular item is, and no matter the place or the situation, it's always the same; fire."

Kallen Telos, owner of the Gunpowder Scorpion

A legendary alchemist can treat any extract which would normally be an alchemist extract from other sources as though it was on their formulae list.

1st Level

Adhesive Spittle[ACG]
Adjuring Step[UC]
Alchemical Tinkering[ARG]
Ant Haul[APG]
Anticipate Peril[UM]
Blend[ARG]
Blurred Movement[ACG]
Body Capacitance[ACG]
Bomber's Eye[APG]
Bouncy Body[MC]
Certain Grip[UC]
Comprehend Languages
Crafter's Fortune[APG]
Cure Light Wounds
Deathwatch
Delay Disease[ARG]
Delay Poison[UC]
Detect Metal[PPC:PotR]
Detect Secret Doors
Detect Undead
Disguise Self
Endure Elements
Enlarge Person
Expeditious Retreat
Extreme Flexibility[ACG]
Fabricate Disguise[UI]
Firebelly[PCS:ISG]
Fool's Gold[PPC:AA]
Ghostly Disguise[PPC:BoS]
Grace[APG]
Gravity Bow[APG]
Heightened Awareness[ACG]
Human Potential[PPC: AA]
Illusion of Calm[UC]
Identify
Invisibility Alarm[ACG]
Jump
Jury-Rig[UC]
Keen Senses[APG]
Linebreaker[ARG]
Long Arm[ACG]
Longshot[UC]
Monkey Fish[ACG]
Negate Aroma[APG]
Obscure Poison[UI]
Penumbral Disguise[PPC:BoS]
Polypurpose Panacea[UM]
Protection from Chaos/Evil/Good/Law
Protective Penumbra[UM]
Recharge Innate Magic[ARG]
Reduce Person
Repair Undead[ACG]
Restore Corpse[UM]
Sculpt Corpse[APG]
Seducer's Eyes[UI]
See Alignment[UC]
Share Language[UC]
Shield
Shock Shield[UC]
Stone Fist[APG]
Tap Inner Beauty[PCS: IGS]
Targeted Bomb Admixture[UC]
Tears to Wine[PPC:AA]
Touch of the Sea[APG]
True Strike
Ventriloquism
Vocal Alteration[UM]
Wizened Appearance[UI]
Youthful Appearance[UM]

2nd Level

Ablative Barrier[UC]
Acute Senses[UM]
Adhesive Blood[ACG]
Adjustable Disguise[ACG]
Age Resistance, Lesser[UM]
Aid

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Air Step[ACG]
Alchemical Allocation[APG]
Alchemical Blood Transcription (see below)
Alchemical Potion Storage (see below)
Alter Self
Ancestral Regression[ARG]
Animal Aspect[UC]
Ant Haul, Communal[APG]
Appearance of Life[HA]
Aristocrat's Nightmare[PPC:MTT]
Aura of Cannibalism[MC]
Aura Sight[ACG]
Barkskin
Bear's Endurance
Bestow Weapon Proficiency[UC]
Blood Armor[ACG]
Blood Biography[APG]
Blood Blaze[ARG]
Blistering Invective[UC]
Blur
Bullet Shield[UC]
Bull's Strength
Cat's Grace
Cure Moderate Wounds
Darkvision
Defensive Shock[UM]
Detect Thoughts
Dream Shield[PPC:OO]
Eagle's Splendor
Elemental Touch[B2]
Enshroud Thoughts[OC]
Eruptive Postules[UM]
False Life
Fiery Runes[PPC:MTT]
Fire Breath
Focused Scrutiny[ACG]
Fox's Cunning
Full Pouch[PPC:AA]
Hidden Presence[UI]
Investigative Mind[ACG]
Invisibility
Ironskin[MC]
Kinetic Reverberation[UC]
Languid Venom[UI]
Levitate
Locate Weakness[UC]
Merge with Familiar[UW]
Minor Dream[ARG]
Mirror Image
Miserable Pity[UM]
Owl's Wisdom
Perceive Cues[APG]
Pouncing Fury[UW]
Protection from Arrows
Quick Change[HA]
Remove Blindness/Deafness
Resist Energy
Restoration, Lesser
Scale Spikes[MC]
See Invisibility
Shadow Bomb Admixture[UC]
Share Memory[UM]
Shifted Steps[UI]
Skinsend[UM]
Spider Climb
Touch Injection[UC]
Undetectable Alignment
Vine Strike[UW]
Vomit Swarm[APG]

3rd Level

Absorb Toxicity[UC]
Absorbing Inhalation[ARG]
Absorbing Touch[APG]
Air Breathing[MC]
Adjustable Polymorph[ACG]
Age Resistance[UM]
Alchemical Liquify (see below)
Alchemical Possession (see below)
Amplify Elixir[APG]
Anchored Step[ACG]
Animal Aspect, Greater[UC]
Arcane Sight
Assume Appearance[HA]
Battle Trance[ARG]
Beast Shape[IUM]
Blink
Bloodhound[B2]

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Bouncing Bomb Admixture[UC]
Burrow[UM]
Burst of Speed[UC]
Channel Vigor[PSC:ISG]
Claim Identity[PPC:SH]
Countless Eyes[UM]
Cure Serious Wounds
Darkvision, Greater[UM]
Death Ward
Dimension Door
Disable Construct[ACG]
Displacement
Draconic Reservoir[ACG]
Elemental Aura[APG]
Enchantment Foil[ACG]
Fey Form I[UW]
Fire Shield
Fire Trail[ARG]
Flash Forward[PPC:MTT]
Fly
Gaseous Form
Glimpse of Truth[UI]
Haste
Heroism
Horrific Doubles[HA]
Lightning Lash Bomb Admixture[UC]
Kallen's Mutagenic Gift (See below)
Kallen's Tinker Gift (See below)
Kallen's Toxicologist Gift (See below)
Monstrous Physique[IUM]
Mutagenic Touch[UC]
Nauseating Trail[ACG]
Neutralize Poison
Nondetection
Paragon Surge[ARG]
Persistent Vigor[ACG]
Penumbral Disguise[PPC:BOS]
Pierce Disguise[ACG]
Protection from Energy
Rage
Rags to Riches[PPC:AA]
Remove Curse
Remove Disease
Resinous Skin[UC]
Seek Thoughts[APG]
Temporary Graft[HA]
Thorn Body[APG]
Tongues
Undead Anatomy [IUM]
Vitriolic Mist[UM]
Voluminous Vocabulary[UI]
Water Breathing

4th Level
Age Resistance, Greater[UM]
Air Walk
Arcane Eye
Assume Appearance, Greater[HA]
Astral Projection, Lesser[UM]
Beast Shape II[UM]
Break Enchantment
Caustic Blood[PCS:ISG]
Cure Critical Wounds
Decollate[HA]
Detonate[APG]
Discern Lies
Dissolution[PPC:AA]
Dragon's Breath[APG]
Duplicate Familiar[PPC:FF]
Dust Form[UC]
Earsend[PPC:MTT]
Earth Glide[ARG]
Echolocation[UM]
Elemental Body I
Eyes of the Void[ACG]
False Life, Greater[UM]
Fluid Form[APG]
Freedom of Movement
Globe of Invulnerability, Lesser
Grand Destiny[PPC:AA]
Healing Warmth[ARG]
Innocuous Shape[PPC:MTT]
Invisibility, Greater
Kallen's Demolitionist Gift (See below)
Miasmatic Form[ARG]
Monstrous Physique II[UM]
Permanency
Restoration

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Rubberskin[PPC:MTT]
Rune of Ruin[ACG]
Scorching Ash Form[ARG]
Spell Immunity
Stoneskin
Teleport
Touch of Slime[UM]
Umbral Infusion[PPC:BoS]
Unerring Tracker[UI]
Universal Formula[APG]
Vermin Shape [UM]
Viper Bomb Admixture[UC]

5th Level
*Ancestral Memory*PCS:ISWG
Beast Shape III[UM]
Claim Identity, Greater[PPC:SH]
Contact Other Plane
Delayed Consumption[APG]
Dream
Elemental Body II
Elude Time[B2]
Ether Step[PA]
Fey Form II[UW]
Globe of Invulnerability
Heroism, Greater
Languid Bomb Admixture[UC]
Mage's Decree[UI]
Magic Jar
Mask From Divination[AG]
Mislead
Monstrous Physique III[UM]
Nightmare
Ooze Form I[UW]
Overland Flight
Planar Adaptation
Plant Shape I
Regenerate
Repulsion
Resurgent Transformation[APG]
Sending
Shapechanger's Gift[UW]
Sonic Form[ACG]
Spell Resistance
Transplant Visage[PCS:ISG]
Undead Anatomy II[UM]
Vermin Shape II[UM]
Walk through Space[UC]

6th level
Analyze Dweomer
Arcane Sight, Greater
Astral Projection
Baleful Shadow Transmutation[PPC:BoS]
Beast Shape IV[UM]
Caging Bomb Admixture[UC]
Clone
Ethereal Jaunt
Fey Form III[UW]
Foresight
Form of the Dragon I
Giant Form I
Heal
Legendary Proportions[PPC:AA]
Mislead
Mind Blank
Monstrous Physique IV[UM]
Ooze Form II[UW]
Plant Shape II
Ride the Lightning[UM]
Shadow Walk
Sonic Form[ACG]
Simulacrum
Shapechange
Statue
Teleport, Greater
Transformation
Transmute Golem[PPC:AA]
True Seeing
Twin Form[APG]
Undead Anatomy III[UM]
Verminous Transformation[HA]
Vision
Wind Walk

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DISCOVERIES

"I learned two things today! One was an exciting new technique. Now admittedly, the other was where it puts me on the pain scale..."

Sherry "Shady" Glasshouse, Morphic for Hire

GENERAL DISCOVERIES

General discoveries can be taken by any character as long as they meet the prerequisites. Some discoveries will have the [Preparation] tag; the alchemist must pay the cost of these discovery once per day (generally when they brew their extracts each day), and their effects last for 24 hours. An alchemist can have any amount of discoveries with the [Preparation] tag active as they wish.

Alchemical Trapsmith

Benefit: Starting at 2nd level, an alchemist adds 1/2 their alchemist level on Perception checks made to locate traps and on Disable Device checks. An alchemist can use Disable Device to disarm magic traps. As a full-round action, an alchemist can make a ranged touch attack against a trap using an alchemist's fire or acid, using the trap's Disable Device DC as its AC. If the attack misses, the trap activates. If the attack hits, the bomb deactivates the trap without setting it off. The alchemist must both know the location of the trap and be able to reach the trap's trigger with a ranged touch attack in order to use this ability. At 6th level, an alchemist can disarm magic traps with this ability.

Alchemical Zombie

Prerequisite(s): Alchemist 6th.

Benefit: The alchemist gains the ability to animate a relatively complete corpse as an alchemy-powered zombie. This process takes 1 hour and costs 100 gp in alchemical reagents per HD of the corpse being animated; the dead creature gains the zombie template. Zombies that are created in this manner count as undead created by animate dead for the purposes of determining how many undead the alchemist can control. The created zombie is a creature, not a supernatural effect. The alchemist also gains the Command Undead feat, although they can only use it against undead they have created, spending 1 point of quintessence to use this feat rather than a use of channel negative energy as well as treating their alchemist level as though it was their cleric level and using their Intelligence modifier rather than their Charisma modifier to determine its effects and DC.

Special: An alchemist with this discovery can select the Command Undead feat a second time; if they do, they can choose to spend quintessence or a use of channel negative energy to use that feat, regardless of how the undead was created. In addition, they treat their alchemist levels as cleric levels to determine their uses of Channel Negative Energy and the DC of the Command Undead feat.

Chameleon [Preparation]

Quintessence Cost: 1

Benefit: The alchemist can spend a standard action to gain the benefits of a blend[ARG] spell, being able to end or re-apply it as a move action. At 6th level, the alchemist can move their full base speed and still benefit from this discovery.

Elixir of Life

Prerequisite(s): Alchemist 14th.

Benefit: The alchemist can brew an elixir of life; This special concoction costs 20,000 gp to create and takes 1 hour of work. An elixir of life, when administered by the alchemist who brewed it, restores life to a dead creature as per the spell true resurrection. Alternatively, the alchemist himself may drink the elixir of life, after which point they are immediately targeted with a true resurrection spell the next time they are killed. Used in this manner, the elixir lasts indefinitely, although an alchemist cannot benefit from more than one elixir of life at the same time.

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Enhance Potion [Preparation]

Quintessence Cost: 2

Benefit: The alchemist can cause any potion they drink to function at a caster level equal to their class level and the alchemist can cause any potion they drink that does not have an instantaneous duration to function at twice its normal duration (this does not apply to extracts).

Eternal Potion

Prerequisite(s): Enhanced potion, alchemist 14th.

Benefit: If an alchemist drinks a potion that they extended through the use of the enhance potion discovery, they can choose to make the effects of that potion become permanent until they choose to make another potion effect permanent. An alchemist can only have 1 potion affected by this discovery at a time.

Explosive Jump

Benefit: As a swift action, an alchemist can use excess chemicals from their bombs to lift themselves up to 10 feet vertically, dealing splash damage to all adjacent spaces to themselves. They can combine this with a move action if they wish, and the character can end their movement in the air. If they do, at the beginning of their next round, they must decide if they will use an additional swift action to maintain their current altitude or drop to the ground (the alchemist does not take falling damage when using this ability). This ability cannot raise the alchemist's altitude higher than the amount of height they would gain with this ability. At 5th level and every five levels afterwards, they increase the amount of height they gain from this ability by 10 feet.

Special: The alchemist can select this discovery a second time; if they do, they can use this ability once per round as a free action and this movement does not provoke attacks of opportunity.

Special: If the alchemist has the precise explosion discovery, they can choose to use it with this discovery, selecting a number of spaces equal to their Intelligence modifier to avoid damaging.

Special: If the alchemist with the aquatic engineer discovery can use it this discovery, tripling the distance they can travel and allowing them to use it in any direction.

Inhaled Extract

Prerequisite(s) Alchemist 8th.

Benefit: The alchemist can store their extracts inside of atomizers, rather than bottles or vials, allowing them to spray them at themselves or an adjacent ally. The target is considered the imbiber, as if they had drank an extract prepared with the infusion discovery. As the contents of an atomizer are inhaled, the target must be able to breathe. Atomized extracts are considered extracts for purposes of other abilities.

In addition, the alchemist can also create an inhaled version of an extract that is shared among multiple creatures instead of one that is imbibed. They must decide that an extract is an inhaled extract when they make it. When used, the extract grants its benefit to all creatures within a 10-foot spread of the extract. An inhaled extract expends one of the alchemist's daily extracts as if it were an extract 1 level higher (an inhaled extract of cure light wounds would be treated as a 2nd-level extract when prepared, taking up one of the alchemist's 2nd-level slots). This discovery can be applied only to extracts with a range of touch.

Special: If the alchemist has the mutagenic discipline, they can store their mutagen inside of atomizers, being able to spray them in the same way as they can with extracts.

Mummification

Prerequisite(s): Preserved organs, alchemist 10th.

Benefit: After learning this discovery, the alchemist must spend a day in preparation which involves doing nothing except drinking a mildly poisonous alchemical tea. At the end of this preparation, they fall unconscious for 24 hours, then awaken as a "living mummy." The alchemist's type does not change, but they become immune to cold, nonlethal damage, paralysis, and sleep and their fortification increases by 25% (to a maximum of 100%).

Parasitic Twin

Prerequisite(s): Vestigial appendages.

Benefit: The alchemist's vestigial arms are part of a parasitic twin on their torso, consisting of a head, a torso, and two arms (from the vestigial arm discovery). Normally, the twin is mostly recessed within the alchemist's body, with the visible arms acting like the vestigial appendages discovery, though the alchemist can manifest or hide the twin as a full round action. The twin is helpless, fully subservient to the alchemist, and cannot be targeted or harmed. A number of times per day equal to the alchemist's Intelligence modifier, if the alchemist succumbs to a non-harmless mind affecting effect, they can reroll their saving throw; success means the twin absorbs the effect and the alchemist can ignore it. The alchemist can use this ability even if they have run out of uses, but each use of this ability cost 1 quintessence.

Preserved Organs

Benefits: When a critical hit or sneak attack is scored on the alchemist, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. In addition, they treat their Constitution as 10 points higher than normal for the purpose of determining when hit point damage kills them (so an alchemist with a Constitution of 10 and this discovery dies at –20 hit points instead of –10). Reducing him to 0 Constitution or its equivalent (from ability

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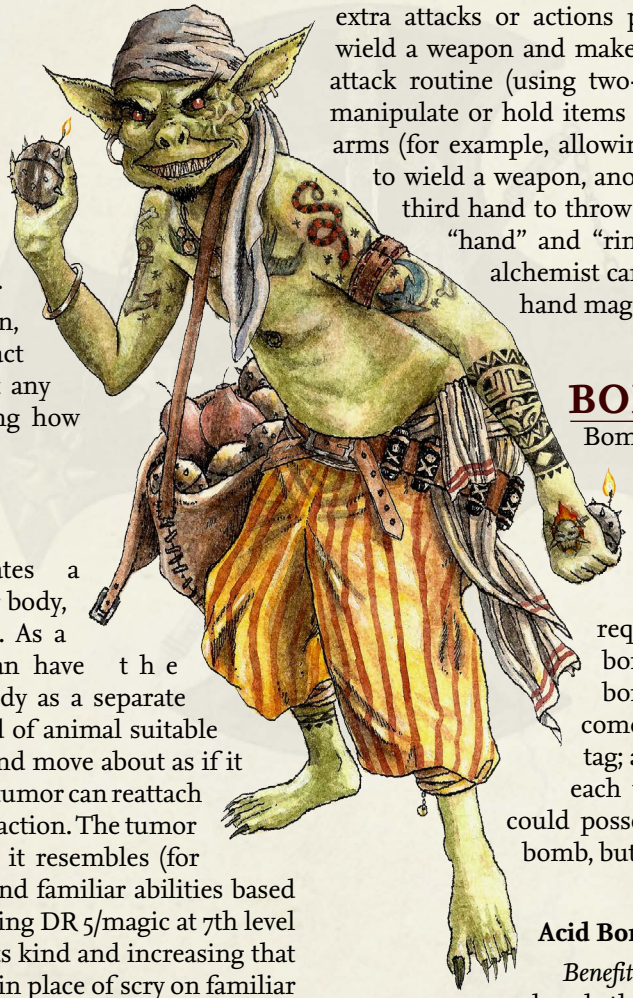
damage, ability drain, Constitution penalties, and so on) makes them unconscious and comatose, but they are only killed after taking an additional 5 points of Constitution damage, drain, or penalty (in effect, the alchemist must be brought to –5 Constitution in order to be killed by these attacks).

Special: This does stack with similar abilities that negate critical hits and sneak attacks (such as fortification armor). An alchemist can take this discovery up to three times; the effects stack, increasing this chance to 50% and then 75% as well as treating their Constitution as though it was 20 and 30 points higher and requiring them to be brought to -10 and -15 Constitution in order to be killed.



Speed Healing [Preparation]

Quintessence Cost: 1

Benefit: All extracts the alchemist prepares which have the word 'cure' or 'heal' in their name (such as *cure light wounds*) can be imbibed as a move action rather than a standard action. In addition, a creature that imbibes a 'cure' extract created by the alchemist can treat any d8 rolled as a 5 when determining how much the extract heals them.

Tumor Familiar

Benefit: The alchemist creates a Diminutive or Tiny tumor on their body, usually on their back or stomach. As a standard action, the alchemist can have the tumor detach itself from their body as a separate creature vaguely resembling a kind of animal suitable for a familiar (bat, cat, and so on) and move about as if it were an independent creature. The tumor can reattach itself to the alchemist as a standard action. The tumor has all the abilities of the animal it resembles (for example, a batlike tumor can fly) and familiar abilities based on the alchemist's caster level, gaining DR 5/magic at 7th level in place of speak with animals of its kind and increasing that damage resistance by 5 at 13th level in place of scry on familiar (these are treated as speak with animals of its kind and scry on familiar for the purposes of taking a familiar archetype; if speak with animals of its kind is traded but scry on familiar is not, at 13th level the familiar gains DR 5/magic). The tumor acts as the alchemist's familiar whether attached or separated (providing a skill bonus, the Alertness feat, and so on). When attached to the alchemist, the tumor has fast healing 5. An alchemist's extracts and mutagens are considered spells for the purposes of familiar abilities like share spells and deliver touch spells. If a tumor familiar is lost or dies, it can be replaced 1 week later through a specialized procedure that costs 100 gp per alchemist level. The ritual takes 8 hours to complete. An alchemist can take the Improved Familiar feat with their tumor familiar, treating their alchemist level as their arcane spellcaster level.

Vestigial Appendages

Benefit: The alchemist can grow up to two arms on their torso. These arms are fully under their control and cannot be concealed except with magic or bulky clothing, although they can be retracted into the alchemist's body as a full round action, requiring another full round action to summon them from their body. These arms do not give the alchemist any extra attacks or actions per round, though the arms can wield a weapon and make attacks as part of the alchemist's attack routine (using two-weapon fighting). The arms can manipulate or hold items as well as the alchemist's original arms (for example, allowing the alchemist to use one hand to wield a weapon, another hand to hold a potion, and a third hand to throw a bomb). The arms has their own "hand" and "ring" magic item slots (though the alchemist can still only wear two rings and two hand magic items at a time).

BOMB DISCOVERIES

Bomb discoveries can be taken by any character with the bomb class feature. Some discoveries will come with a quintessence cost listed in their description. This is the amount of quintessence required to apply that discovery to a bomb and is applied as soon as the bomb is created. Some discoveries come with the [Shape] or [Substance] tag; an alchemist can only apply one of each tag to a single bomb (so a bomb could possess expanded explosion and frost bomb, but not frost bomb and acid bomb).

Acid Bomb [Substance]

Benefit: When the alchemist creates a bomb, they can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

Amnesia Explosion

Benefit: If a creature damaged by this bomb is rendered unconscious within 1 minute, that creature loses all memory from the last hour and cannot form new memories for 8 hours.

The lost and prevented memories might return later as dreams, and can be restored with a *restoration* spell.

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Aquatic Engineer

Benefit: The alchemist gains the ability to throw bombs underwater (normally, thrown weapons cannot be used underwater), including throwing from the air into the water; bombs which would normally deal fire damage can function underwater, creating steam instead of fire. If the bomb travels through water, the range increment is unaffected. In addition, when the alchemist creates a bomb, they can choose to either weight it or includes excess air as part of the action of creating the bomb, granting the bomb their choice of swiftly rising or swiftly sinking buoyancy which causes the bomb to travel 100 feet per round in the direction of their choice and allowing them to target creatures directly above or below them. If the attack misses, the bomb doesn't deal splash damage, but instead continues to travel up or down until it loses potency at the end of the alchemist's turn or collides against a solid object, detonating as normal. During any round in which the alchemist creates a bomb, they are treated as though they could breathe normally.

Blinding Bomb [Substance]

Prerequisite(s): Alchemist 8

Quintessence Cost: 2

Benefit: When the alchemist creates a bomb, they can choose for it to detonate very brightly. Creatures that take a direct hit from a blinding bomb are blinded for a number of rounds equal to the alchemist's Intelligence modifier unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. This is a light effect.

Concussive Bomb [Substance]

Prerequisite(s): Alchemist 6.

Benefit: When the alchemist creates a bomb, they can choose to have it inflict sonic damage. Creatures that take a direct hit from a concussive bomb are deafened for 1 minute unless they succeed at a Fortitude save.

Confusion Bomb [Substance]

Prerequisite(s): Alchemist 8.

Quintessence Cost: 2

Benefit: The alchemist's bombs twist the target's perception of friend and foe. A creature that takes a direct hit from a confusion bomb takes damage from the bomb is confused for 1 minute (the confusion effect takes place after damage is dealt) unless they make a successful Will save.

Darkness Bomb [Substance]

Quintessence Cost: 1

Benefit: When the alchemist creates a bomb, they can choose to have it suppress light sources on the target. This extinguishes non-magical light sources carried by the target and dispels magical light sources for a number of rounds equal to the alchemist's Intelligence modifier as *deeper darkness*.

Delayed Detonation

Benefit: The alchemist can place a bomb so that it explodes a number of rounds after the alchemist ceases contact with the bomb. This delay can be any number of rounds as chosen by the alchemist, up to a number of rounds equal to their level. If at any point the alchemist reclaims possession of the delayed bomb, they can end the timer and prevent the bomb's detonation. A delayed bomb detonates immediately if any other creature attempts to touch or move it, or if the bomb's contents are removed from the vial (such as if the vial breaks). The bomb deals damage as if it scored a direct hit to any creature in the square with the bomb when it detonates, and splash damage (see Throw Splash Weapon) to all adjacent creatures as normal. An alchemist cannot have more than one delayed bomb at one time. If they create another delayed bomb, the previous bomb becomes inert. *Dispel magic* can neutralize a delayed bomb, as can a successful Disable Device check (DC equals 10 + the alchemist's level + the alchemist's Intelligence modifier).

Dispelling Bomb [Substance]

Prerequisite(s): Alchemist 6.

Quintessence Cost: 1

Benefit: When the alchemist creates a bomb, they can choose to have it *dispel magic* effects instead of deal damage. Creatures that take a direct hit from a dispelling bomb are subject to a targeted dispel magic spell, using the alchemist's level as the caster level. This cannot be used to target a specific spell effect.

Esoteric Explosion [Shape]

Benefit: The alchemist can cause their bombs to splash in a 15-foot cone instead of a 5-foot-radius burst or that splash in a 40-foot line rather than affecting a radius. If the alchemist chooses to have their bombs explode in a cone, they choose the direction of the cone. If the attack misses, roll an additional 1d8 to determine the direction of the blast from where the bomb lands. If the alchemist has the explosive bomb discovery, it instead becomes a 20-foot cone.

If the alchemist chooses to have their bombs explode in a line, the line starts at the alchemist and extends away from him in the direction they choose. The alchemist designates one creature in the squares affected by the line to be the target of the bomb and makes their attack roll against that creature; all other squares in the line take splash damage. If the alchemist has the explosive bomb discovery, the line of splash damage is 80 feet long instead of 40 feet.

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Explosive Bomb [Shape]

Benefit: The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet (see Throw Splash Weapon). At 8th level, they can instead increase the splash range to 20 feet. At 16th level, they can instead increase the splash radius to 30 feet.

Special: The alchemist gains 1 additional quintessence.

Explosive Weapon [Shape]

Benefit: Whenever the alchemist makes an attack action, they can apply a bomb to their weapon or a piece of ammunition. On a successful attack, it deals additional damage equal to the bomb's splash damage and is treated as a direct hit for the purpose of any substance infusion applied to it. If the attack is unsuccessful, the applied bomb becomes inert at the end of their round.

Special: The alchemist can only apply [substance] discoveries which trigger on a direct hit with this discovery.

Force Bomb [Substance]

Prerequisite(s): Alchemist 6

Quintessence Cost: 2

Benefit: When the alchemist creates a bomb, they can choose to have it inflict force damage. Creatures that take a direct hit from a force bomb are knocked prone unless they succeed on a Reflex save.

Frost Bomb [Substance]

Quintessence Cost: 1

Benefit: When the alchemist creates a bomb, they can choose to have it inflict cold damage. Creatures that take a direct hit from a frost bomb are staggered for a number of rounds equal to the alchemist's Intelligence modifier unless they succeed on a Fortitude save.

Grease Bomb [Substance]

Quintessence Cost: 1

Benefit: When the alchemist creates a bomb, they can choose to have it create a grease slick upon detonation. When a grease bomb detonates, it coats an area equal to the bomb's splash radius in grease (as the grease spell) for 1 round per level. The DC of the Reflex save to avoid falling after a failed Acrobatics check is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier. A grease bomb can't affect items or armor.

Healing Bomb [Substance]

Quintessence Cost: 1

Benefit: When the alchemist creates a bomb, they can choose to have it heal damage instead of dealing it. Creatures affected by this bomb heal an amount equal to how much damage they would have taken.

Incendiary Blast

Prerequisite(s): Alchemist 10, smoke bomb

Quintessence Cost: 1

Benefit: Whenever the alchemist creates a smoke bomb, they can choose to instead create an incendiary bomb. The effects of the smoke created by an alchemist's bomb duplicate the effects of *incendiary cloud* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level (see Throw Splash Weapon).

Madness Bomb [Substance]

Quintessence Cost: 1

Benefit: The alchemist's bombs do more than sear flesh—they sear the mind. A creature that takes a direct hit from a madness bomb takes damage from the bomb plus 1d4 points of Wisdom damage.

Precise Explosion

Benefit: Whenever the alchemist throws a bomb, they can select a number of squares equal to their Intelligence modifier that are not affected by the splash damage from their bombs.

Special: The alchemist gains 1 additional quintessence.

Special: This discovery is treated as the Point-Blank Shot feat for the purpose of meeting the prerequisites of feats.

Rotten Bomb [Substance]

Benefit: When the alchemist creates a bomb, they can infuse it with rotting materials. Creatures that take a direct hit from a rotten bomb are sickened for a number of rounds equal to the alchemist's Intelligence modifier unless they succeed at Fortitude saves.

Sharding Bomb [Substance]

Benefit: The alchemist's bomb deals piercing damage instead of fire damage, and creatures that take a direct hit from a sharding bomb must succeed at a Reflex save or take bleed damage equal to the bomb's minimum damage in addition to normal damage. In addition, they can choose to have it cover the ground in volatile jagged crystals in addition to its normal effects. These crystals act like caltrops, evaporating into a harmless gas in 1 minute.

Silent Bomb [Substance]

Quintessence Cost: 1

Benefit: When the alchemist creates a bomb, they can choose for it to silence all creatures it damages as though

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under the effects of a *silence* spell for a number of minutes equal to their Intelligence modifier unless the damaged creatures make a successful Will saving throw. All spaces that would take splash damage from this bomb are automatically silenced.

Special: The alchemist can choose to have any bomb they create explode without making noise or dealing damage.

Shock Bomb [Substance]

Benefit: When the alchemist creates a bomb, they can choose to have it inflict electricity damage. Creatures that take a direct hit from a shock bomb are dazzled for a number of rounds equal to the alchemist's level and must make a successful Reflex save or be fatigued for 1 round.

Smoke Bomb [Substance]

Benefit: When the alchemist creates a bomb, they can choose to have it create a cloud of thick smoke when it detonates. The cloud functions as *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level.

Special: The alchemist can choose to have any bomb they create explode without making noise or dealing damage.

Stink Blast

Prerequisite(s): Alchemist 6, smoke bomb

Quintessence Cost: 1

Benefit: Whenever the alchemist creates a smoke bomb, they can choose to instead create a stink bomb. The effects of the smoke created by an alchemist's bomb can duplicate the effects of *stinking cloud* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius.

Tangling Bomb [Substance]

Quintessence Cost: 1

Benefit: A creature that takes a direct hit from a tangling bomb must save against the bomb's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag (a tangling bomb affects creatures regardless of their size). Creatures in the splash area that fail their saves are entangled but not glued to the floor; those who make this save are not entangled at all.

Vacuum Bomb [Substance]

Benefit: When the alchemist creates a bomb, they can choose to have it be unable target a creature, instead targeting a single square and only dealing splash damage. All creatures within 15 feet of that square except for allies must make a successful Reflex saving throw or be pulled 10 feet towards the square. If two or more creatures would enter the same square because of this discovery, they take damage equal to two times the alchemist's Intelligence modifier and must make a successful Reflex saving throw or fall prone in the space they currently occupy.

Special: If the explosion would target more than one square (such as due to applying a [shape] discovery to it), the alchemist selects any square in the bomb's blast radius as the targeted square.

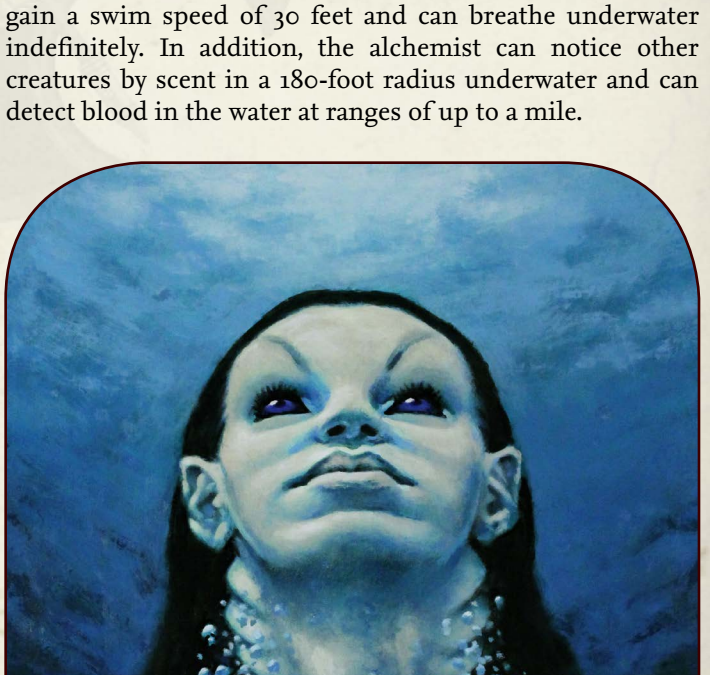
Special: The alchemist can choose to have any bomb they create explode without making noise or dealing damage.

MUTAGENIC DISCOVERIES

Mutagenic discoveries can be taken by any character with the mutagenic discipline. Some discoveries will come with a quintessence cost listed in their description. This is the amount of quintessence required to apply that discovery to a mutagen (in addition to the cost needed to create a mutagen). Some discoveries will come with the [Evolution] tag; a mutagen can only apply a single discovery with an [Evolution] discovery applied to it. In addition, an [Evolution] discovery cannot grant an alchemist more than 5 natural attacks; if it would do so, the alchemist has to choose which natural attacks to gain and lose (Eg; an alchemist with four claw attacks and the winged evolution could spend 1 quintessence to gain a single wing buffet attack, but not both).

Aquatic Adaptation

Benefit: Whenever the alchemist imbibes a mutagen, they gain a swim speed of 30 feet and can breathe underwater indefinitely. In addition, the alchemist can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.



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Beast Strike

Benefit: Whenever the alchemist makes a melee attack with an attack action and successfully hits a creature, they can spend 1 quintessence as a free action. If they do, the damage from that attack is maximized.

Special: The alchemist gains 1 additional quintessence.

Bestial Mutagen [Evolution]

Benefit: Whenever the alchemist imbibes a mutagen with this discovery applied, they gain either a gore or bite attack (chosen when they apply this discovery to the mutagen). This is a primary natural attack that deals 1d8 damage (piercing for gore attacks and piercing, bludgeoning, and slashing for bite attacks).

Special: If an alchemist possesses this discovery, whenever they imbibe any mutagen, they gain the scent special quality, allowing them to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the alchemist to precisely locate the creature, only to detect its presence. It can detect the direction with a move action. The alchemist can pinpoint the creature's location if it is within 5 feet and can use scent to track creatures.

Boost Concoction

Prerequisite(s): Alchemist 6th.

Benefit: Whenever the alchemist imbibes a mutagen, once per round they can move 10 feet as a free action (this movement provokes attacks of opportunity as normal). At 10th level and every four levels thereafter, they can move an additional 5 feet with this ability.

Combined Mutagen

Prerequisite(s): Alchemist 8th.

Quintessence Cost: 1

Benefit: Whenever the alchemist creates this mutagen, they can apply a 1st-level extract to it, imbibing both at the same time. At 12th level, they can instead apply a 2nd-level extract to it. At 16th level, they can apply a 3rd-level extract to it. At 20th level, they can apply a 4th-level extract to it.

Special: This cannot be used with the speed mutagen discovery.

Dual Evolution

Prerequisite(s): Alchemist 6th, 2 or more [evolution] discoveries.

Quintessence Cost: 1

Benefit: The alchemist can apply two different [Evolution] discoveries to the same mutagen. The alchemist must pay any quintessence cost for the discoveries as well as the cost of this discovery when doing so.

Elastic Mutagen [Evolution]

Quintessence Cost: 2

Benefit: Whenever the alchemist imbibes a mutagen with this discovery applied, their natural reach is increased by 5 feet. At 10th level, they can spend an additional 4 quintessence when applying this discovery to a mutagen to instead increase their natural reach by 10 feet.

Special: If an alchemist possesses this discovery, whenever they imbibe any mutagen, they can spend a swift action to increase their natural reach by 5 feet until the end of their turn.

Elemental Mutagen

Benefit: The alchemist chooses an element (air, earth, fire, or water) whenever they create a mutagen. Whenever the alchemist imbibes a mutagen with this discovery applied, they gain resistance 5 to the associated energy type and a +2 competence bonus on an associated skill check. For every four class levels the alchemist possesses, this resistance is increased by 5 and the competence bonus is increased by 3; the alchemist also gains the skill unlock[PU] for the associated skill. The elements and their associated energies and skills are air (electricity, Fly), earth (acid, Climb), fire (fire, Acrobatics), and water (cold, Swim).

Feral Mutagen [Evolution]

Quintessence Cost: 1

Benefit: Whenever the alchemist imbibes a mutagen with this discovery applied, they gain two claw attacks on a pair of hands of their choice. These are primary attacks and are made using the alchemist's full base attack bonus. The claw attacks deal 1d6 points of damage (1d4 if the alchemist is Small). While the mutagen is in effect, the alchemist gains a +2 competence bonus on Intimidate skill checks. In addition, the alchemist gains a burrow speed of 20 feet. For every 3 class levels the alchemist possesses, their competence bonus on Intimidate checks increases by +2 and their burrow speed increases by 5 feet.

Special: If an alchemist possesses this discovery, whenever they imbibe any mutagen, they gain a burrow speed of 10 feet.

Leg Mutagen [Evolution]

Quintessence Cost: 1

Benefit: Whenever the alchemist imbibes a mutagen with this discovery applied, they gain a pair of talon attacks on their legs. These are secondary attacks and are made using the alchemist's full base attack bonus. The talon attacks deal 1d4 points of damage (1d3 if the alchemist is Small). In addition, the alchemist gains a climb speed of 30 feet which does not require their hands to use and their base land speed is increased by 10 feet. For every 4 class levels the alchemist possesses, their base land speed and climb speed increase by 10 feet.

Special: If an alchemist possesses this discovery, whenever they imbibe any mutagen, they gain a climb speed of 15 feet.

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Multi-Arm Mutagen [Evolution]

Quintessence Cost: 1

Benefit: Whenever the alchemist imbibes a mutagen with this discovery applied, they gain an additional pair of arms, complete with hands. The alchemist does not gain any additional natural attacks for an additional pair of arms, but they can be used to wield weapons. These limbs have their own "hand" or "ring" magic item slots (though the alchemist can still only wear two rings or two hand magic items at a time).

Special: If an alchemist possesses this discovery, whenever they imbibe any mutagen, they can choose to grow a vestigial arm (this special ability does not allow the alchemist to grow a third arm if used with vestigial appendage). The arm is fully under their control and cannot be concealed except with magic or bulky clothing. The arm does not give the alchemist any extra attacks or actions per round, though the arm can wield a weapon and make attacks as part of the alchemist's attack routine (using two-weapon fighting). The arm can manipulate or hold items as well as the alchemist's original arms (for example, allowing the alchemist to use one hand to wield a weapon, another hand to hold a potion, and the third hand to throw a bomb).

Ooze Mutagen [Evolution]

Quintessence Cost: 2

Benefit: Whenever the alchemist imbibes a mutagen with this discovery applied, their physical form becomes soft and rubbery, like an ooze. The alchemist is treated as two sizes smaller for the purpose of squeezing through tight spaces and can convert an amount of damage equal to their Intelligence modifier taken from any source into non-lethal damage (if the alchemist is immune to non-lethal damage, this ability does not function) and gains blindsense 30 feet. In addition, they can choose to secrete acid as a free action (being able to end this effect as a free action), causing their natural weapons to deal an amount of acid damage equal to their Intelligence modifier; this acid does not damage anything they wear.

Special: If an alchemist possesses this discovery, whenever they imbibe any mutagen, they can choose to take on a vaguely oozelike appearance, gaining blindsense 30 feet.

Speed Mutagen

Prerequisite(s): Alchemist 6th.

Quintessence Cost: 1

Benefit: The alchemist can imbibe their mutagen as a move action.

Spined Mutagen [Evolution]

Quintessence Cost: 1

Benefit: Whenever the alchemist imbibes a mutagen with this discovery applied, they grow a layer of razor sharp spines all over their body. Whenever the alchemist is attacked with a non-reach melee attack while covered in spines, the attacking creature take damage equal to the alchemist's Intelligence modifier + 1/2 their alchemist level. In addition, the alchemist can fire spines at those around them as though they were a ranged projectile weapon with a max range increment of 60 feet. These spines deal 1d6 + the alchemist's Intelligence modifier, and for every 5 class levels the alchemist possesses, their damage increases by 1d6. Spines fired off by this ability instantly regrow.

Special: If an alchemist possesses this discovery, whenever they imbibe any mutagen, they can choose to grow a lesser set of spines. Whenever the alchemist is attacked with a natural attack while covered in lesser spines, the attacking creature takes damage equal to the alchemist's Intelligence modifier.

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Split Evolution

Prerequisite(s): Ooze mutagen, alchemist 8th.

Benefit: Whenever the alchemist takes slashing or piercing damage while under the effect of the ooze mutagen discovery, they can choose to split themselves into two different halves; these two halves are perfect copies of the alchemist, splitting the alchemist's remaining hit points between the two. The copies use the same statistics, share the same resources, and have identical equipment (except artifacts, which only one copy has). Similarly, if one of the copies expends a charge or daily use from a magic item that a copy has, the charge or daily use is expended from both copies. If one copy drops or gives away an item, the duplicate item disappears from the other copy as well. The two copies act independently, although they can only use a full round action worth of actions between them (one move action, one standard action, one swift action or any combination of the listed actions).

At the end of the alchemist's next turn, they select one of the copies, which is treated as the alchemist's true body; the other copy dissolves into a puddle of sludge and dissipates. If one of the copies is destroyed before this happens, the remaining copy immediately becomes the alchemist, and the alchemist gains 1 permanent negative level. If both copies are destroyed simultaneously (such as from a *fireball*), both copies collapse into formless goo and the alchemist can only be restored to life via *resurrection* or similarly powerful magic.

Tentacled Mutagen [Evolution]

Quintessence Cost: 2

Benefit: Whenever the alchemist imbibes a mutagen with this discovery applied, they grow a pair of tentacles from their body. These tentacles are primary natural attacks which deal 1d4 bludgeoning damage (1d3 for small alchemist) but are unable to hold or manipulate objects.

Special: If an alchemist possesses this discovery, whenever they imbibe any mutagen, they can choose to grow a single small tentacle (an alchemist cannot grow more than 2 tentacles due to this discovery) from their body. This tentacle is a secondary natural attack which deals 1d3 bludgeoning damage (1d2 for small alchemists).

Winged Mutagen [Evolution]

Prerequisite(s): Alchemist 6th.

Quintessence Cost: 2

Benefit: Whenever the alchemist imbibes a mutagen with this discovery applied, they grow a set of wings which grants them a 60 foot flight speed with good maneuverability. The alchemist can spend an additional 1 quintessence when applying this discovery to a mutagen to grant them two wing buffet attacks. These attacks are secondary attacks and deal 1d4 points of damage (1d6 if Large, 1d8 if Huge).

Special: If an alchemist possesses this discovery, whenever they imbibe any mutagen, they can choose to grow a pair of vestigial wings, granting them the ability to *glide*[APG] as per the spell.

TINKER DISCOVERIES

Tinker discoveries can be taken by any character with the tinker discipline.

Customize Self (Fantastical)

Prerequisite(s): Automaton with fantastical customizations, customize self (major).

Benefit: Choose a fantastical customization. The alchemist gains its benefit, but not any increase to armor bonus or ability scores it would grant an automaton.

Special: If the customization you choose refers to or modifies the automaton's slam attack and you do not have one, you may instead treat your unarmed strike as if it were a slam for the purposes of that customization. This does not give you the ability to make unarmed strikes as if armed. You may select this discovery more than once, choosing a different fantastical customization each time.

Customize Self (Major)

Prerequisite(s): Automaton with major customizations, customize self (minor).

Benefit: Choose a major customization. The alchemist gains its benefit, but not any increase to armor bonus or ability scores it would grant an automaton.

Special: If the customization you choose refers to or modifies the automaton's slam attack and you do not have one, you may instead treat your unarmed strike as if it were a slam for the purposes of that customization. This does not give you the ability to make unarmed strikes as if armed. You may select this discovery more than once, choosing a different minor customization each time.

Customize Self (Minor)

Benefit: Choose a minor customization. The alchemist gains its benefit, but not any increase to armor bonus or ability scores it would grant an automaton.

Special: If the customization you choose refers to or modifies the automaton's slam attack and you do not have one, you may instead treat your unarmed strike as if it were a slam for the purposes of that customization. This does not give you the ability to make unarmed strikes as if armed. You may select this discovery more than once, choosing a different minor customization each time.

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Extra Customization

Benefit: Choose a customization of a level (minor, major, fantastical) it has access to. The alchemist's automaton gains that customization.

Extract Chamber

Benefit: When the alchemist prepares an extract they may choose to infuse it into their automaton. (The automaton must be present while the alchemist prepares the extract.) The alchemist cannot use this extract or give it to another creature to use, but as long as their automaton is within 100 feet they may cause their automaton to be affected by it as a standard action. Extracts infused into an automaton expire after one day as normal.

Exude Toxin

Prerequisite: Alchemist 8, toxicologist discipline, automaton with exude substance customization.

Benefit: The alchemist may infuse a toxin into their automaton in place of an alchemical substance. Doing so consumes a toxin, but the toxin counts against the total number of toxins the alchemist may possess at one time until the automaton uses it. The automaton may then apply the toxin to its slam attack as a move action.

Grow Homunculus

Prerequisite(s): Alchemist 8

Benefit: The alchemist gains a homunculus familiar, as the arcane bond wizard class feature, and can add new abilities[PPC:AM] for half the normal price and without making a Heal check. This does not allow you to have two familiars (including a tumor familiar) or a familiar and a bonded item.

Mechanical Mind

Benefit: The alchemist gains a +2 competence bonus to saving throws against mind-affecting effects. This increases by +2 at 5th level and every 4 levels thereafter. If they fail a saving throw against a mind-affecting effect, they may reroll their saving throw as an immediate action, but are confused until the end of their next turn.

Minor Automaton

Quintessence Cost: 1

Benefit: The alchemist can create a minor automaton with 10 minutes of work. This functions as unseen servant, with the following modifications. It is not invisible and is treated as a tiny object. Like an automaton, it may have almost any appearance its creator wishes. It may be attacked and has 4 HP. It has any movement modes the alchemist's automaton does, but its speed is never more than 15 feet It falls apart and ceases to function if it goes more than 100 feet away from the alchemist. The alchemist may have a single minor automaton at a time, plus an additional minor automaton at 6th, 12th, and 18th level. If the alchemist creates any minor automata beyond this limit, the oldest automaton falls apart and ceases to function.

Mortar

Prerequisite(s): Alchemist 8th, at least one substance discovery, automaton with retort customization or minor customize self (retort)

Quintessence Cost: Special; see below

Benefit: When the alchemist's automaton uses its retort ability, they can spend 1 point of quintessence as a free action, even if it isn't their turn, to infuse its projectile with alchemical

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substances similar to their bombs. It may apply the effect of one substance discovery to the attack. The retort still does the same amount of damage as normal, but the damage type may change and it may have additional effects. If the substance discovery has a quintessence cost, the alchemist must pay that in addition to the cost of this ability. If the alchemist has the minor customize self (retort) discovery, they can apply this to their own retorts with the same effect.

Special: If you or your automaton have the barrage discovery, you may apply this to the first attack you make when you use it, just as if using it with retort.

TOXICOLOGIST DISCOVERIES

Toxicologist discoveries can be taken by any character with the toxicologist discipline. Some discoveries will come with a quintessence cost listed in their description. This is the amount of quintessence required to apply that discovery to a toxin (in addition to the cost needed to create a poison). Some discoveries will come with the [Additive] tag; a toxin can only apply a single discovery with an [Additive] discovery applied to it.

Billowing Toxin

Benefit: Whenever the alchemist throws an inhaled toxin, rather than affecting a 5-foot square, it instead affects a 10-foot square.

Caracurines Toxin [Additive]

Quintessence Cost: 1

Benefit: When an alchemist applies this discovery to a toxin, a creature who fails their saving throw has either 1 arm, 1 leg, or 1 wing paralyzed instead of becoming sickened.

A creature with a paralyzed arm cannot use that arm to wield a weapon, hold a shield, hold any items, manipulate items, or use natural attacks associated with that limb (such as claws or slam attacks)

A creature with a paralyzed leg has their base land speed reduced to 5 feet (unless it would normally be lower), cannot run, takes a -5 penalty to all athletics checks, and cannot use natural attacks associated with that limb (such as claw or talon attacks)

A creature with a paralyzed wing cannot use that wing to fly or make natural attacks associated with that limb (such as wing buffets)

Ciguatoxin [Additive]

Quintessence Cost: 1

Benefit: When an alchemist applies this discovery to a toxin, they choose either Strength, Constitution, or Dexterity. A creature who fails their saving throw takes a penalty to this ability score equal to the alchemist's Intelligence modifier instead of becoming sickened. At 8th level, at the beginning of that creature's next turn, the creature must make a Fortitude saving throw. If this saving throw is unsuccessful, the creature loses that penalty and takes ability damage to that score equal to the penalty they suffered from this effect. At 14th level, if the creature fails the saving throw at the beginning of their turn, they instead take ability drain to that ability score.

Delayed Toxin

Quintessence Cost: 1

Benefit: The alchemist can choose to have their toxin not take immediate effect and are always aware if a creature has made a successful saving throw against their toxin. When a creature has failed a saving throw against the alchemist's toxin, they can choose for it to lay dormant in their system for a number of hours equal to their Intelligence modifier. At 10th level, the alchemist can instead choose for it to lay dormant for a number of days equal to their Intelligence modifier and can select a specific triggering action which will activate it (such as speaking to a specific individual, bringing up a specific topic, or casting a specific spell).

Euphorbia Toxin [Additive]

Quintessence Cost: 2

Benefit: When an alchemist applies this discovery to a toxin, a creature who fails their saving throw is *fatigued* instead of becoming *sickened*. If the creature is fatigued at the beginning of their next turn, they must make a Fortitude saving throw. If they fail this saving throw, they are instead *staggered* for 1 minute. At 10th level, if the creature fails this saving throw, they instead lose consciousness and fall asleep for a number of hours equal to the alchemist's Intelligence modifier. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Hemlock Toxin

Prerequisite(s): Alchemist 10th.

Quintessence Cost: 2

Benefit: When an alchemist applies this discovery to a toxin, a creature who fails their saving throw is treated as though they had just failed a Constitution check while suffocating, reducing their hit points to 0. At the beginning of each of that creature's turns, as long as they are under the effects of the toxin, they must make a successful saving throw; each failed saving throw is treated as a failed Constitution check, causing the creature to be reduced to -1 hit points and suffocating respectively.

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Metopium Toxin [Additive]

Prerequisite(s): Alchemist 4th

Quintessence Cost: 1

When an alchemist applies this discovery to a toxin, a creature who fails their saving throw treats all creatures as though they have concealment instead of becoming sickened. At 8th level, the creature is instead blinded.

Muscarine Toxin [Additive]

Prerequisite: Alchemist 6th.

Quintessence Cost: 2

Benefit: When an alchemist applies this discovery to a toxin, a creature who fails their saving throw is *confused* instead of becoming sickened.

Mutilating Toxin [Additive]

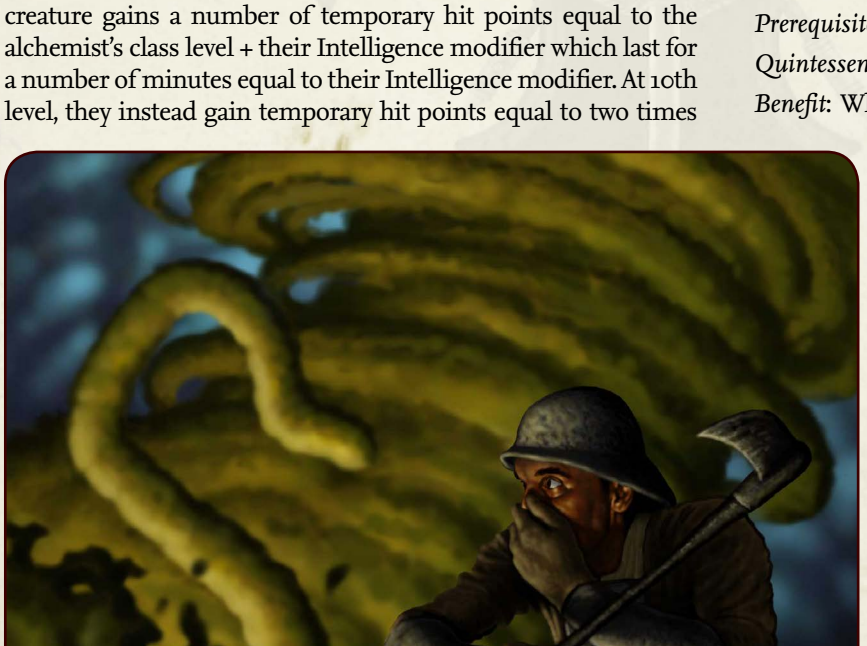
Prerequisite(s): Destructive Toxin, Alchemist 8th.

Benefit: The damage dealt by the alchemist's destructive toxin discovery cannot be healed by magic but only through natural healing.

Numbing Agent

Quintessence Cost: 1

Benefit: When an alchemist applies this discovery to a toxin, it no longer deals damage or sickens a creature. Instead, the creature gains a number of temporary hit points equal to the alchemist's class level + their Intelligence modifier which last for a number of minutes equal to their Intelligence modifier. At 10th level, they instead gain temporary hit points equal to two times the alchemist's class level + their Intelligence modifier, and last for a number of hours equal to their Intelligence modifier.



Psychosomatic Toxins

Benefit: Whenever an alchemist creates a toxin, they can choose for it to require a successful Will saving throw instead of a successful Fortitude saving throw (this applies to all saving throws the discovery mentions). Toxins with this discovery applied to them are mind-affecting effects.

Special: The alchemist gains 1 additional quintessence.

Specialized Toxin

Benefit: Select one creature type; the alchemist's toxins ignore any immunity that creature type may possess to poison effects. At 4th level and every four levels afterwards, they can select an additional creature type. They can instead choose to select the same creature type a second time, causing those creatures to take a -2 penalty to saving throws against the alchemist's toxins.

Swift Application

Benefit: The alchemist can apply toxin to a weapon as a swift action; if they can already do so, they can apply it as a free action once per round.

Toxic Shrapnel

Prerequisite(s): Alchemist 4th, bomb class feature.

Quintessence Cost: 1

Benefit: Whenever the alchemist creates a bomb, they can apply a toxin to it. If the bomb lands a direct hit against a creature, that creature is exposed to the toxin and forced to make a saving throw against it. All creatures who take splash damage from this bomb must also make a saving throw against it, but gain a +4 bonus to their saving throws.

Yohimbine Toxin [Additive]

Prerequisite(s): Alchemist 4th.

Quintessence Cost: 1

Benefit: When an alchemist applies this discovery to a toxin, a creature who fails their saving throw is shaken instead of becoming sickened. If the creature is shaken at the beginning of their next turn, they must make a Will saving throw. If they fail this saving throw, they are instead frightened. At 10th level, if the creature fails this Will saving throw, they are instead panicked.

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GRAND DISCOVERIES

Awakened Genius

Benefit: The alchemist's constant exposure to strange chemicals has expanded their mind. Their Intelligence score permanently increases by 4 points and they reduce the quintessence cost of class features and discoveries by 1 (to a minimum of 1).

Final Mutagen

Prerequisite(s): Mutagenic discipline.

Quintessence Cost: 2

Benefit: The alchemist's mutagen now grants a +8 natural armor bonus and a +8 alchemical bonus to Strength, Dexterity, and Constitution.

Permanent Toxin

Prerequisite(s): Toxicologist discipline.

Quintessence Cost: 2

Benefit: When applying a discovery to a toxin, an alchemist can also apply this discovery. The DC of that toxin increases by 5, and the effects of it are permanent unless removed by a *miracle* or *wish* spell.

Philosopher's Stone

Benefit: The alchemist learns how to create a philosopher's stone, and can do so once per month at no cost. Creating a philosopher's stone takes 1 day of work. Creating this stone cures the alchemist of aging, and from this point forward they take no penalty to no physical ability scores from advanced age. If the alchemist is already taking such penalties, they are removed at this time, and the alchemist can revert themselves back to their appearance as a young adult. In addition, the alchemist is immune to death effects, diseases, poisons, and no longer requiring food, water, or air.

Refuge

Prerequisite: Tinker discipline.

Benefit: When the alchemist is reduced below 0 HP while within 100 feet of their automaton, they may choose to have their spirit flee their body and inhabit their automaton, even if they would have been killed. Their body is reduced to dust, but the automaton survives and begins creating a new body for the alchemist, which is complete in 1d10+1 days. During this time the alchemist may take no actions except to command the automaton and does not have quintessence, and if the automaton is destroyed the alchemist dies.

Steel Skin

Benefit: The alchemist gains DR 10/-.

AUTOMATA

"Look at this invitation. It says 'Plus one.' Does it say anything about this plus one not being made of metal? He's even wearing a bow tie!"

Lady Arabella ir'Marinen

An automaton's abilities are determined by the alchemist's level and by the choices made using its customizations. Automata are mindless constructs with the automaton subtype. As such, it has no Constitution or Intelligence scores.

Class Level

This is the alchemist's class level.

HD

This is the total number of 10-sided (d10) Hit Dice the automaton possesses. Since it it is a construct, the automaton does not gain bonus hit points from a high Constitution score, and does not gain bonus hit points from its size as normal (but see bonus HP).

BAB

This is the automaton's base attack bonus. A automaton's base attack bonus is equal to its Hit Dice. Automata do not gain additional attacks using their natural weapons at higher base attack bonuses.

Good/Bad Saves

These are the automaton's base saving throw bonuses. An automaton possesses two good saving throws and one bad saving throw, determined by the automaton's configuration.

Armor Bonus

The number noted here is the automaton's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the alchemist. This number is modified by the automaton's base form and some options available through its customizations. Automata may not wear armor of any kind as it interferes with the alchemical processes that animate it.

Customizations

These are the number of customizations the automaton has. Automata start with two minor customizations and their creator can add new ones as they grow in power. At 8th level they may also give their automaton major and at 16th level they may give their automaton fantastical customizations. Many customizations also grant a customization benefit when selected.

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Table 2-1: Automata

Class Level	HD	BAB	Good Saves	Bad Save	Armor Bonus	Slam Damage	Customizations			Special
							Minor	Major	Fantastical	
1st	1	+1	+2	+0	+0	1d6	2	—	—	Bonus HP, darkvision, low-light vision
2nd	2	+2	+3	+0	+2	1d6	3	—	—	—
3rd	3	+3	+3	+1	+2	1d6	3	—	—	—
4th	3	+3	+3	+1	+2	1d6	3	—	—	Magic attacks
5th	4	+4	+4	+1	+4	1d8	3	—	—	—
6th	5	+5	+4	+1	+4	1d8	4	—	—	DR 5/Adamantine
7th	6	+6	+5	+2	+6	1d8	4	—	—	—
8th	6	+6	+5	+2	+6	1d8	4	1	—	—
9th	7	+7	+5	+2	+6	1d10	4	2	—	—
10th	8	+8	+6	+2	+8	1d10	4	2	—	—
11th	9	+9	+6	+3	+8	1d10	5	2	—	—
12th	9	+9	+6	+3	+10	1d10	5	2	—	DR 10/Adamantine
13th	10	+10	+7	+3	+10	2d6	5	3	—	—
14th	11	+11	+7	+3	+10	2d6	5	3	—	—
15th	12	+12	+8	+4	+12	2d6	6	3	—	—
16th	12	+12	+8	+4	+12	2d6	6	3	1	—
17th	13	+13	+8	+4	+14	2d8	6	4	2	—
18th	14	+14	+9	+4	+14	2d8	6	4	2	DR 15/Adamantine
19th	15	+15	+9	+5	+14	2d8	7	4	2	—
20th	15	+15	+9	+5	+16	2d8	7	4	2	—

Special

This includes a number of abilities gained by all automata as they increase in power. Each of these bonuses is described below.

Bonus HP

The automaton gains bonus hit points equal to its creator's Intelligence modifier for each hit die it has. These are not modified by any bonuses (other than an inherent bonus) to Intelligence the creator might have. For example, an automaton belonging to a 7th-level alchemist with an Intelligence of 18 would have 28 bonus hit points. If its creator put on a Headband of Intellect, its hit points would not change, but if they read a Tome of Clear Thought +2, these bonus hit points would increase to 35.

Darkvision (Ex)

The automaton has darkvision out to a range of 60 feet.

Low-light Vision (Ex)

The automaton has low-light vision.

Magical Attacks (Ex)

The automaton treats its slam attacks as if they were magic for the purposes of overcoming damage reduction. If the alchemist is 10th level or higher, all of the automaton's weapons are treated as adamantine for the purpose of overcoming damage reduction.

Damage Reduction (Ex)

An automaton gains damage reduction overcome by adamantine at the indicated levels.

AUTOMATON BASE FORMS

Each automaton has one of three base forms that determines its starting size, speed, AC, attacks, and ability scores. Alternatively, any one of these base forms can be used to make a Small automaton. If the automaton is Small, it gains a +2 bonus to its Dexterity score and takes a –4 penalty to its Strength. It also gains a +1 size bonus to its AC and attack rolls, a –1 penalty to its CMB and CMD scores, a +2 bonus on its Fly skill checks, and a +4 bonus on its Stealth skill checks. Its slam attack deals the same

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damage as if it were medium. If this choice is made, the automaton can be made Medium whenever its creator gains a new alchemist level, while a Medium automaton may be made Small whenever its creator gains a new alchemist level.

Biped

Starting Statistics

Size Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** slam (1d6); **Saves** Fort (good), Ref (bad), Will (good); **Ability Scores** Str 16, Dex 12, Con –, Int –, Wis 10, Cha 11

Quadruped

Starting Statistics

Size Medium; **Speed** 40 ft.; AC +2 natural armor; **Attack slam** (1d6); **Saves** Fort (good), Ref (good), Will (bad); **Ability Scores** Str 14, Dex 14, Con –, Int –, Wis 10, Cha 11

Multiped

Starting Statistics

Size Medium; **Speed** 20 ft., climb 20 ft.; **AC** +2 natural armor; **Attack slam** (1d6); **Saves** Fort (bad), Ref (good), Will (good); **Ability Scores** Str 12, Dex 16, Con –, Int –, Wis 10, Cha 11; **Special** stable

Stable (Ex): A multiped automaton has anywhere from 6 to 750 legs, making it especially stable, and the DC to perform an overrun or trip combat maneuver on it is increased by +6. This replaces the normal increase for having multiple legs.

CUSTOMIZATIONS

MINOR

Accelerated

The automaton's base land speed (along with any other speeds granted by its base form) increases by 10 feet.

Special: This customization may be chosen multiple times.

Customization benefit: +1 Dexterity

Advanced Movement

The automaton gains a swim speed equal to its land speed and a burrow speed equal to half its land speed.

Customization benefit: +1 Dexterity

Alchemical Spray

The automaton gains the ability to create and spray large quantities of alchemical substances at foes. This takes the form of a 30-foot cone and deals damage equal to 1d6 + 1d6 per three hit die. A successful Reflex save (DC 10 + ½ the automaton's HD + its creator's Intelligence modifier) halves this damage. The type of damage is chosen when the automaton gains this customization and may be acid, cold, electricity, or fire. The automaton's creator may change the damage type by infusing a dose of an alchemical substance into the automaton—acid for acid, liquid ice[UE] for cold, alchemist's fire for fire, or liquid lightning for electricity.

Customization benefit: +5 HP

Exude Substance

The automaton gains the ability to apply alchemical substances to its slam attack, as if by the alchemical weapon ability of a 2nd-level alchemist. Rather than needing to hold the alchemical items to apply them, its creator infuses a number of them up to their Intelligence modifier into the automaton's body. This requires a full-round action that provokes attacks of opportunity and requires that the alchemist have the alchemical substance and be able to reach the automaton. Both slams are treated as a single weapon, so the substance affects the next creature struck with either attack and only one substance may affect both slams at a time.

Customization benefit: +5 HP

Graft Weapon

The automaton's slam attack can deal either slashing, piercing or bludgeoning damage. In addition, the critical range multiplier for its slam attack becomes 18-20/x2, 19-20/x3, or x4. The choice of damage type and critical range and multiplier may be changed with 1 hour of work.

Customization benefit: +1 Strength or Dexterity

Hulk

The automaton increases to large size. It gains a +4 bonus to Strength and a +2 bonus to its natural armor. It takes a -2 penalty to its Dexterity. This size change also gives it a -1 size penalty to its AC and on attack rolls, a +1 bonus to its CMB and CMD, a -2 penalty on Fly skill checks, and a -4 penalty on Stealth skill checks. If the automaton has the biped base form, it also gains 10-foot reach. Its slam damage does not change.

Menacing

The automaton may use the aid another action to assist its creator in making Intimidate checks, merely by looming within 30 feet of the creature the creator is attempting to affect. It gains a bonus to the check to aid its creator equal to

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its HD, and if it is successful its creator treats Intimidate as a class skill if it isn't already in addition to gaining the normal +2 bonus.

Customization benefit: +1 Strength

Retort

The automaton may make a ranged attack as an attack action. This deals the same damage as its slam attack and counts as one for any special abilities, and has a range increment of 30 feet. It does not provoke attacks of opportunity for using this attack.

Customization benefit: +1 Dexterity

Saddle

The automaton has a built-in perch for a rider and may serve as a combat-trained mount. In addition, it provides its rider a +2 circumstance bonus on Ride checks related to staying in the saddle and a 75% chance to stay in the saddle if they are knocked unconscious, as if they were using a military saddle. (This does not stack with any bonuses from an additional saddle.) The automaton must be at least one size category larger than its rider.

If the automaton has a burrow speed, it may burrow while being ridden with no ill effect for its rider, though this does not give the rider the ability to breathe underground.

Customization benefit: +1 armor bonus

Sensory Unit, Olfactory

The automaton gains the scent special ability and may make Survival checks to follow tracks with a bonus to its check equal to its HD and using its creator's Intelligence modifier in place of its Wisdom modifier. If it also has either the Seismic Sensory Unit or Proximity Sensory Unit customizations, the distance at which it can detect and pinpoint creatures using scent is doubled.

Customization benefit: +5 HP

Wrecker

The automaton's natural attacks deal full damage to objects and ignore hardness up to 5 + its HD. It also gains a +10 bonus to Strength checks to break or burst objects.

Customization benefit: +1 Strength

MAJOR

Agile Attacker

As a full-round action, the automaton can move up to its speed and make a single attack action without provoking any attacks of opportunity from the target of its attack for its movement. It can move both before and after the attack, but it must move at least 10 feet before the attack and the total distance that it moves cannot be greater than its speed.

Customization benefit: +2 Dexterity

Barrage

Prerequisite(s): Retort.

As a full-round action the automaton may make one ranged attack, as the retort customization, for every 3 HD it has. No more than two such attacks may target a single creature.

Customization benefit: +2 Dexterity

Colossus

Prerequisite(s): Hulk.

The automaton increases to Huge size. It gains a +6 bonus to Strength and a +4 bonus to its natural armor. It takes a -4 penalty to its Dexterity. This size change also gives the creature a -2 size penalty to its AC and attack rolls, a +2 bonus to its CMB and CMD, 10-foot reach, a -4 penalty on Fly skill checks, and a -8 penalty on Stealth skill checks. If the automaton has the biped base form, its reach increases to 15 feet (10 feet for all other base forms). These bonuses and penalties replace, and do not stack with, those gained from becoming Large. Its slam damage does not change.

Demolisher

Prerequisite(s): Wrecker.

Once per turn when the automaton's movement (including a charge) is blocked by an object it may make a single slam attack against that object as a free action. If it successfully destroys the object it may continue moving. If it fails, it immediately stops.

Feat

The automaton gains the benefit of one of the following feats without meeting its prerequisites, even though it is mindless: Agile Maneuvers, Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical, Improved Natural Attack, Improved Overrun, Improved Sunder, Improved Trip, Power Attack, Toughness, Weapon Finesse.

Special: This customization may be chosen multiple times, each time selecting a different feat.

Customization benefit: +2 Dexterity or Strength

Flight

The automaton gains a flight speed equal to its land speed with average maneuverability.

Customization benefit: +2 Dexterity

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Hemophage

The automaton's slam attacks deal 1d4 bleed damage, +1 per 3 Hit Dice. In addition, when it begins its turn with a creature taking bleed damage within its reach it gains 5 temporary HP and a +2 alchemical bonus to Strength until the beginning of its next turn.

Customization benefit: +2 Strength

Nanites

The automaton gains the ability to disassemble itself into a cloud of microscopic fragments that move together. This functions as the *gaseous form* spell, except that it is non-magical in nature, the automaton keeps any damage reduction it may have, and it lasts for 10 minutes. The automaton may enter its cloud form as a standard action and leave it as a free action on its turn. Once it has returned to its normal form it may not enter its cloud form for 1 hour.

Customization benefit: +10 HP

Repair Drones

The automaton gains fast healing 5, but this cannot bring its hit points above 75% of its maximum (rounded down).

Customization benefit: +2 Dexterity or Strength

Sensory Unit, Seismic

The automaton gains tremorsense 30 feet. If it has the Proximity Sensory Unit customization the range increases to 60 feet.

Customization benefit: +10 HP

Size Change

The automaton may transform between medium and small size, gaining the modifiers to ability scores, AC, attack rolls, CMB and CMD, reach, Fly skill checks, and Stealth skill checks appropriate to its new size. If it has the hulk customization, it may also transform between large size. If it has the colossus customization, it may also transform between huge size. If it has the behemoth customization, it may also transform between gargantuan size.

FANTASTICAL

Behemoth

Prerequisite(s): Colossus.

The automaton increases to Gargantuan size. It gains a +8 bonus to Strength and a +6 bonus to its natural armor. It takes a -6 penalty to its Dexterity. This size change also gives the creature a -4 size penalty to its AC and attack rolls, a +4 bonus to its CMB and CMD, 15-foot reach, a -6 penalty on Fly skill checks, and a -12 penalty on Stealth skill checks. If the automaton has the biped base form, its reach increases to 20 feet (15 feet for all other base forms). These bonuses and penalties replace, and do not stack with, those gained from becoming huge. Its slam damage does not change.

In addition, as a standard action the automaton can stomp the ground, creating a shockwave. It makes a single trip check, comparing its roll to all valid targets within 30 feet. Any enemies that fall prone take damage as if struck by the automaton's slam attack. Enemies not knocked prone cannot attempt to trip the automaton in return.

Eternal Reconstruction

Prerequisite(s): Repair drones.

The automaton's fast healing becomes regeneration, overcome by any two of acid, cold, electricity, and fire. (If it has immunity to either of these two energy types, it loses it.) It is no longer limited to restoring to 75% of the automaton's maximum hit points.

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Hurtling Flight

Prerequisite(s): Flight.

The automaton's flight speed increases to 100 feet (perfect). In addition, as a full-round action it may move up to ten times its speed. While moving overland this is equivalent to 115 miles per hour. Since it has no Constitution score, it may continue this pace indefinitely, covering 2725 miles in 24 hours.

The automaton also gains the benefit of one of the following feats, even though it is mindless: Flyby Attack, Hover, or Wingover.

Invade Host

Prerequisite(s): Nanites.

While in its cloud form, the automaton may spend a full round action to attempt to perfuse another creature and control it. This functions as the magic jar spell, except that a successful Fortitude saving throw (DC 10 + ½ the automaton's HD + its creator's Intelligence modifier) negates the effect instead of a Will saving throw. This requires no focus; the automaton attempts to possess the target immediately upon using the ability and if it fails the automaton simply remains in its nanite form. A controlled creature remains in its body, fully aware of its surroundings. It may make a new Fortitude saving throw each hour; if successful, the automaton is expelled. The automaton's control

While in control of another creature, the automaton is still limited to one move action per round unless commanded by its creator.

Orichalcum Shell

The automaton's damage reduction is no longer overcome by adamantine (becoming DR/-) and it becomes immune to acid, cold, and electricity damage.

Sensory Unit, Proximity

The automaton gains blindsense 30 feet and blindsight 15 feet.

Automata with Character

Fiction is full of constructed servants that display a personality despite not actually having any ability to reason for themselves or disobey their owners. Even real computer programs are sometimes given personalities—consider the alternately deferential and sarcastic responses of some digital assistants (possibly mimicking the portrayal of butlers in fiction). So too can automata be created and portrayed as having a personality. While an automaton never speaks and still does precisely what their master orders, the way in which they do so may differ. A quasi-biological automaton with an appetite might gaze longingly at a morsel of (what it perceives to be) food and look dejected when told to do something that pulls it away from its desire, while a bloodthirsty construction of metal and wheels might jump giddily when ordered to kill its creator's enemies.

An automaton's personality might reflect its creator's or not; often the latter is the more interesting character choice because it offers opportunities for conflict even though the automaton can't do anything without orders. Is the unsavory nature of the automaton actually a reflection of the mild-mannered chirurgeon's dark desires? Does the fact that the depraved vivisector's amoeboid seems reluctant to attack the heroes indicate that she can be redeemed. These can be questions asked not only by the GM or the alchemist's player, but by the alchemist themselves, adding inner richness to their character.

This is not to say that an automaton must have a character to be interesting. Sometimes there is something delightful about an uncomplicated robot butler with axes for hands.

FAVORED CLASS BONUSES

"Torture chambers are so last summer. I installed a modern alternative in Lord Merrymore's keep: existential dread rooms. Much cheaper to operate too."

Arabella ir'Marinen, architect for hire

The following favored class bonuses are available to all characters, regardless of race:

Any: +1/6 of a discovery.

Any: +1/4 of a point of quintessence.

Any: +1/4 to natural armor while under the effects of mutagen.

Any: Add one extract formula from the alchemist's list to the character's formulae book.

Any: +1/2 to bomb damage

Any: +1/2 to acid, cold, electric, or fire resistance (this stacks with all other energy resistances)

Any: +1 to Craft (alchemy) checks

Any: +1 foot to range increments for bombs (this favored class bonus does nothing until selected 5 times, and increases the range for every successive 5 times it is selected)

Any: +1/3 additional toxin created when spending quintessence to create toxins

Any: Add 1 hit point to the character's automaton or bound elemental. If the character replaces their automaton or bound elemental, the new one gains these bonus hit points.

William Kwan (Order #29237381)

NEW MAGICAL ITEMS

"Think of the first person who ever bottled magic, what that must have been like. Having pure power in your hands; that's what I'm trying to do."

Shane Robuck, creator of the 'potion suppository'

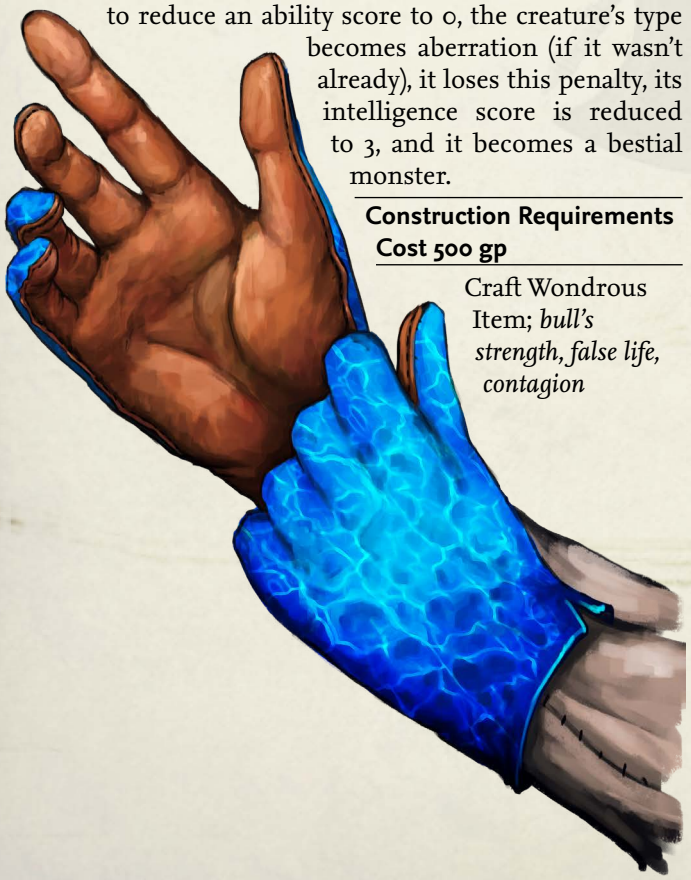
BLACK BLOOD ELIXIR — PRICE 1,000 GP

Aura moderate transmutation; **CL** 6th
Slot none; **Weight** —

This murky fluid, often known as "Talal's Gift", has a strange aura connected to it, making its imbibers feel invincible for a time before showing its true effects. Upon drinking this elixir, the imbiber's muscles swell and they exhibit great vitality, gaining a +4 alchemical bonus to their Strength and temporary hit points equal to their hit dice for 1 day. However after that day has passed, the imbiber's appearance changes drastically, their body appearing to break down as the flesh sloughs from themselves and their mind begins to break, taking a -2 penalty to Constitution and Charisma as the Black Blood Elixir begins to break them down, although they retain the alchemical bonus to Strength. These effects are permanent, requiring a remove disease spell to remove the effect (including the Strength bonus). For each day this effect is not removed, these penalties increase by 1. If this penalty would result in the imbiber's Constitution or Charisma reaching 0 despite penalties not being able to reduce an ability score to 0, the creature's type becomes aberration (if it wasn't already), it loses this penalty, its intelligence score is reduced to 3, and it becomes a bestial monster.

Construction Requirements **Cost 500 gp**

Craft Wondrous Item; *bull's strength, false life, contagion*



BOMBER'S GLOVES — PRICE 2,000 GP (+1), 8,000 GP, 18,000 GP (+3), 32,000 GP (+4), 50,000 GP (+5)

Aura faint evocation; **CL** 5th
Slot hands; **Weight** -

These gloves grant an enhancement bonus of +1 to +5 on attack and damage rolls with bombs and splash weapons.

Construction Requirements **Cost 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)**

Craft Wondrous Item, *bomber's eye*[APG], *magic weapon*

ELIXIR OF MUTABLE FLESH — PRICE 5,000 GP

Aura moderate transmutation; **CL** 9th
Slot none; **Weight** —

Upon drinking this elixir, for the next 10 minutes, the imbiber can change their physical appearance in any way they wish (although they cannot change their size or type). The things a creature can change with this elixir include their facial features, natural hair color, natural eye color, sexual characteristics, their subtype if they are a humanoid (a creature can only gain a single subtype with this elixir, but they can remove as many as they wish), or other such details about themselves. Once these 10 minutes has passed, any changes made to their physical appearance is changed, their body altering itself to the character's preference in all desired ways.

This elixir's magic functions instantaneously and can't be dispelled, though drinking a second elixir of mutable flesh allows the character to change their appearance once again.

Construction Requirements **Cost 2,500 gp**

Craft Wondrous Item; *polymorph*

GLOVES OF DEADLY QUINTESSENCE — PRICE 5,000 GP (LESSER), 10,000 GP (NORMAL), 15,000 GP (GREATER)

Aura faint transmutation; **CL** 5th
Slot hand; **Weight** 1 lb.

These leather gloves have been magically and alchemically treated to allow for safe handling of alchemical materials and to better channel an alchemist's quintessence in battle. They appear to have an oily sheen on them at all times that never comes off.

Whenever the wearer uses the quintessence surge class feature, they gain an alchemical bonus on all weapon damage rolls (including splash weapons and splash damage) of equal value to their alchemical bonus on attack rolls for the same duration. The normal and greater versions of these gloves also increase the attack bonus, and thus damage bonus, of quintessence surge by +1 and +2 respectively.

Construction Requirements **Cost 2,500 gp (lesser), 5,000 gp (normal), 7,500 gp (greater)**

Craft Wondrous Item, the creator must have the quintessence class feature, *magic weapon*

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QUINTESSENTIAL ALCHEMICAL VIAL **PRICE 200 GP**

Aura faint transmutation; **CL** 1st
Slot none; **Weight** —

This ornate vial seems to be filled with untapped alchemical potential.

As a free action, the holder of this vial can spend 1 quintessence to spontaneously transform it into any mundane alchemical item with a price of 200 gp or less. This transformed alchemical item is clearly magical in nature and slightly unstable, and as a result is worthless if sold. Many alchemists carry a few of these around so that they can react to any situation with alchemical means on a moment's notice.

Construction Requirements **Cost 100 gp**

Craft Wondrous Item, the creator must have the quintessence class feature

NEW EQUIPMENT

"Talent will only take you so far. Without a good blade and the knowhow to use it, you're just a savage."

Arjana, leader of the Last Shadows

The following equipment is designed for games which involve alchemy.

Quickflask

Price 100 gp; **Weight** 1 lb.

This flask with a long neck that can be affixed next to one's mouth has a special treatment inside that allows it to preserve potions, mutagens, and alchemical items. As a full-round action that provokes attacks of opportunities, the wearer may place such a liquid or a mundane drink into the empty quickflask. They may then, at any time, drink from it using the same action normally required to imbibe that substance. This doesn't require hands and never provokes attacks of opportunity.

More expensive quickflasks have more than one compartment for liquids, allowing the wearer to drink whichever the prefer. These cost 300 gp for two compartments and 500 gp for three compartments. Each dose of liquid must be instilled into a multiflask with multiple compartments and drank separately, requiring the same action as with a normal quickflask.

An animal companion or similar bonded creature may be taught to use a quickflask on command as a trick.

Syringe

Price 10 gp; **Weight** -

A syringe is a simple reciprocating pump consisting of a plunger that fits tightly within a cylindrical tube called a barrel, tipped with a needle used to inject its contents into a creature. As a standard action, the plunger can be pulled back along the inside of the tube, allowing the syringe to take in a potion, extract, mutagen, toxin, or similar fluid (but not an alchemist fire or other liquid which would damage the syringe). A syringe can be used apply that liquid to a creature, using the same of action as imbibing or applying the liquid would (for example, using a syringe to ingest a potion would be a standard action). If a liquid would have to be imbibed to gain its effects (such as a potion), a syringe cannot be used to apply it to an unwilling creature, as it requires the cooperation of that creature to ensure the liquid is injected properly. A syringe can only hold a single liquid at a time

Wrist Sheath, spring loaded^^

Price 5 gp; **Weight** -

This is a sheath designed to be strapped to your forearm and hidden under a long sleeve. The sheath can hold one forearm-length item such as a dagger, dart, scroll, extract, mutagen, toxin, bomb, or wand, or up to five arrows or crossbow bolts. Alternatively, you may store up to 1 pound of ammunition in a wrist sheath. As a swift action, you can bend your wrist to activate the spring, causing some or all of these items to drop into your hand (this does not provoke attacks of opportunity). Preparing the sheath for this use requires cranking the sheath's tiny gears and springs into place (a full-round action that provokes an attack of opportunity). You have a +2 bonus on Sleight of Hand checks made to oppose the Perception check of someone observing or frisking you regarding items in the sheath. You can only wear one wrist sheath per arm.

NEW WEAPONS

"A weapon is a way to hurt someone, a way to make sure you never have to be afraid. Least that's what they should be. For me, a weapon is vengeance given form, and I know a lot of people who deserve a little revenge..."

Arsene Defont, the Blackstreet Slasher

Alchemical Blade

This short sword is intentional hollow, from pommel to the groves along the blade. The pommel can be removed, allowing the contents of one splash weapon (alchemist fire, acid, holy water, but not bombs) to be fed into the tube within the grip. Doing so is a standard action that provokes attacks of opportunity. While it can be wielded as a short sword

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Exotic Weapons

Light Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Alchemical Blade	100 gp	1d4	1d6	19-20, x2	-	2 lbs.	P, S	See below
Alchemical Gauntlet	75gp	1d3	1d4	19-20, x2	-	1 lbs	B & P	See below
Battle Wrench	80 gp	1d3	1d4	x3	-	3 lbs.	B	See below
Weaponized Syringes	50 gp	1d3	1d4	19-20, x2	40 ft.	-	P	See below

and qualifies as such for feats and other abilities, it requires the Exotic Weapon Proficiency feat to use it the way it was intended. So long as the Alchemical Blade is filled with one splash weapon, a successful hit also delivers the contents of the splash weapon to the target. No other creatures are affected by this splash weapon and if the Alchemical Blade confirms a critical hit, the splash weapon damage is not doubled. Once the splash weapon has been delivered, the Alchemical Blade must be refilled to be used again. If an Alchemy Blade gains the broken condition, any splash weapon stored inside is lost. Crafting an Alchemical Blade requires a single Craft (alchemy) check, DC 20, in addition to the normal crafting checks.

Alchemical Gauntlet

This weapon functions as a cestus with the same qualities as the alchemical blade and is treated as a cestus for the purposes of feats and other features.

Battle Wrench[SoM]

The battle wrench is not simply a single tool but is equipped with many foldable parts that allow it to double as a set of thieves' tools when performing Disable Device checks. A masterwork battle wrench counts as a set of masterwork thieves' tools.

The battle wrench's slim design makes it possible to hide with the Sleight of Hand skill.

Weaponized Syringe

This syringe has been altered to work as a weapon, designed to be thrown or used in close quarters combat. Weaponized syringes have the same qualities as syringes (see new equipment).

Alchemical Bastard Sword

This weapon functions as a bastard sword with the same qualities as the alchemical blade, and is treated as a bastard sword for the purposes of feats and other features.

Alchemical Long Scythe

This weapon functions as a scythe with the same qualities as the alchemical blade, and is treated as a scythe for the purpose of feats and other features.

Alchemical Spear

This weapon functions as a spear with the same qualities as the alchemical blade and is treated as a spear for the purposes of feats and other features.

Mercurial Greatsword

This huge blade hides a secret reservoir of mercury that runs along the interior of the blade in a slender channel. When the blade is vertical, the mercury swiftly fills an interior bulb in the haft, but when swung, the heavy liquid flows out into the blade, making it far more impactful. Successful attacks made against objects (including sunder checks) with this

Two Handed Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Alchemical Bastard Sword	150 gp	1d8	1d10	19-20, x2	-	6 lbs.	P, S	See Below
Alchemical Long Scythe	180 gp	1d8	1d10	19-20, x2	-	6 lbs	P, S	Reach, See Below
Alchemical Spear	150 gp	1d8	1d10	20, x3	10 ft	5 lbs.	P	Reach, See Below
Mercurial Greatsword	300 gp	2d6	3d6	19-20, x2	-	10 lbs	S	See Below
Piston Maul	300 gp	2d6	3d6	19-20, x2	-	9 lbs	B	See Below

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Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Alchemical Launching Crossbow	200 gp	Special	Special	20, x2	40 ft.	4 lbs.	Special	See Below

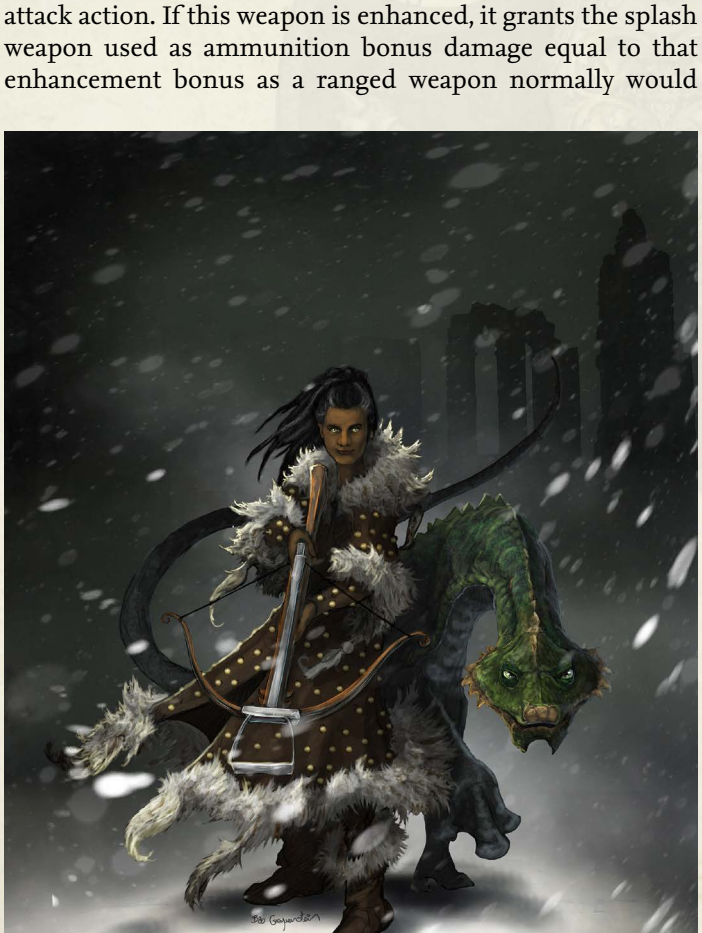
weapon deal 4 additional damage. This weapon is treated as a greatsword for the purpose of feats and other features.

Piston Maul

An alchemically fired piston in the head of this two-handed hammer strikes targets with astounding force. Successful attacks made against objects (including sunder checks) with this weapon deal 4 additional damage.

Alchemical Launching Crossbow

This weapon can only be loaded with splash weapons, such as alchemist's fire, acid, holy water, and bombs (from the alchemist class feature), although it can only be fired as an attack action. If this weapon is enhanced, it grants the splash weapon used as ammunition bonus damage equal to that enhancement bonus as a ranged weapon normally would for its ammunition. If the alchemical launching crossbow confirms a critical hit, the splash weapon damage is doubled. Loading an alchemical launching crossbow requires a standard action, although it is reduced by 1 step (from standard to move or from move to free) if the wielder has either the alchemy class feature or the Master AlchemistAPG feat (having both does not allow the weapon to be reloaded any faster).



NEW FEATS

"If you can't do it right the first time, then don't do it, wait, plan. Never rush into a situation; wait, observe and bide your time. Patience is the most important quality in life my dear."-

Avri Strafira to Marcus Flaunt, her rival, right before his execution

The following feats are designed for legendary alchemists.

Alchemical Archetype Specialist

Your talents are unique in ways that others could only dream about.

Prerequisite(s): Alchemist 1st, an archetype which replaces poison resist +2, +4, +6, +8, and poison immunity.

Benefit: You can immediately apply a second archetype to your class which replaces or alters poison resist +2, +4, +6, +8, and poison immunity, regardless if it has already been replaced or altered. If the applied archetype would replace or alter other class features, it must still be a legal choice, replacing or altering other class features as normal. (A 2nd level alienist/red headed merchant would gain dimensional stability and renowned seller at that level).

Special: This feat must be selected at 1st level.

Normal: You cannot select two archetypes which replace or alter the same class feature.

Alchemical Weapon Master

The weapons of alchemy are but playthings to you.

Benefit: You gain proficiency with all 'alchemical' weapons as well as a +1 bonus to attack rolls with those weapons.

Special: This feat is treated as Weapon Focus (alchemical weapons) for the purpose of meeting the prerequisites of feats, prestige classes, and other such things.

William Kwan (Order #29237381)

Blackened Alchemist

You are willing to sacrifice even more for your power than others.

Prerequisite(s): Alchemist 1st.

Benefit: You gain the burn^OA class feature of the kineticist, being able to accept burn in place of spending quintessence. You can only accept an amount of burn equal to your Intelligence modifier.

Extra Quintessence

You have far more personal reserves of life than others.

Prerequisite(s): Quintessence class feature.

Benefit: You gain 2 additional quintessence.

Special: You can gain this feat multiple times. Its effects stack.

Formulae Familiarity

Your understanding of certain formulae is second nature.

Prerequisite(s): Extract class feature.

Benefit: Choose a number of extracts equal to your Intelligence modifier; you can prepare these extracts without referring to a formulae book. Whenever you gain a level, you can change the formulae you selected with this feat.

Normal: Without this feat, you must use a formulae book to prepare all your extracts.

Formulae Mastery

You have surpassed the need for a formulae book.

Prerequisite(s): Formulae Familiarity, alchemist 9th.

You no longer need to refer to a formulae book to prepare any extract, having exact knowledge of all extracts in your formulae book as long as it is on the same plane as you.

Special: As part of this feat, you must select 1 or more formulae books to bond with yourself, becoming instantly aware of all extracts contained within. You can bond with additional formulae books, although doing this takes 1 week of study.

Launching Crossbow Flurry

Your expertise with the launching crossbow allows you to rain devastation on others.

Prerequisite(s): Proficiency with alchemical launching crossbow, multi bomb class feature.

Benefit: You treat attacks with the alchemical launching crossbow as normal attacks with bombs, allowing you to load the additional bomb(s) you can throw with the multi bomb or flurry bomb class feature into your alchemical launching crossbow and fire it during the same attack action.

Special: If you have an ability which would increase the range increment of your bombs, you can also have it increase the range increment of your alchemical launching crossbow.

Practiced Alchemist

You have continued to improve your alchemical research while pursuing other lines of inquiry.

Prerequisite(s): Extract class feature.

Benefit: Your caster level for your extracts gains a +4 bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Special: You can select this feat multiple times. Its effects stack.

Practiced Bomber

You have continued to improve your explosives knowledge while pursuing other lines of inquiry.

Prerequisite(s): Bomb class feature.

Benefit: The damage and saving throws of your bombs are calculated as though your alchemist level were 4 levels higher, to a maximum effective alchemist level equal to your character level.

Special: You can select this feat multiple times. Its effects stack.

Practiced Discipline

You have continued to improve your disciplines while pursuing other lines of inquiry.

Prerequisite(s): Alchemical discipline class feature.

Benefit: The abilities of your alchemical discipline are calculated as though your alchemist level were 4 levels higher, to a maximum effective alchemist level equal to your character level.

Special: If you possess two alchemical disciplines, you must select one of them of which to apply this feat's benefits. In that situation, you can select this feat a second time to apply its benefits to both of your alchemical disciplines.

Special: This feat does not affect alchemical disciplines gained through corruptions.

Signature Bomb

Your practice with a specific bomb formula has yielded incredible results.

Prerequisite(s): Bomb class feature, discovery class feature.

Benefit: Select one bomb discovery which requires a creature to make a saving throw; increase that saving throw by 2.

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Smooth Drinker

You are able to imbibe magical liquids without drawing attention.

Prerequisite(s): Sleight of Hand 1 rank.

Benefit: Whenever you imbibe a potion, extract, elixir, or similar item, you can make a Sleight of Hand check opposed by all observer's Perception check. If they fail to exceed your check, they do not notice you imbibe your chosen liquid. For each additional round you use this ability to imbibe a liquid, they gain a +5 circumstance bonus to their Perception check.

Special: In a location where constantly drinking would be considered normal, such as at a bar or while eating, you gain a +5 circumstance bonus to your Sleight of Hand check.

Sneaky Splash

Even your splash weapons are precise enough to cause precise damage.

Prerequisite(s): Alchemy class feature.

Benefit: Whenever you land a direct hit with a splash weapon (but not bombs from the bomb class feature), your attack can deal precision damage against the creature your attack landed against (but not dealt splash damage) if it would normally qualify for it, such as by attacking an unaware creature while possessing the sneak attack class feature. This precision damage deals the same type of damage as the splash weapon.

Normal: You cannot deal precision damage with ranged touch attacks.

Unique Splash

Your talent with bombs also extends to other alchemical items.

Prerequisite(s): Alchemy class feature, 1 or more [shape] discoveries.

Benefit Whenever you spend 1 quintessence to increase the damage of an alchemical splash weapon, you can also apply a [shape] discovery to it as though it was a bomb, paying any associated quintessence cost the discovery may have.

Toxin Focus

Your study into the field of toxicology has made your toxins far more deadly.

Prerequisite(s): Toxicologist alchemical discipline class feature.

Benefit: The DC of your toxins increases by 2.

Virulent Toxins

Your study into the field of toxicology has made your toxins ignore common defenses.

Prerequisite(s): Toxicologist alchemical discipline class feature, alchemist 7th.

Benefit: Whenever a creature must make a saving throw against one of your toxins, that creature cannot benefit from racial or circumstance bonuses to poison effects (this does not interact with poison immunity).

NEW SPELLS

"Science is a kind of faith, a faith that the universe will follow the same laws each and every time. Thankfully, unlike some deity, it's something that we can control. And right now, I'm the god of this laboratory."

Talal Al-Hakeem, keeper of the black blood elixir

The following spells are designed for the legendary alchemist.

Alchemical Blood Transcription

School divination; **Level** alchemist 2

Casting Time 1 standard action

Components V, S, M (one ounce of blood from a dead spellcaster)

Range personal

Target you

Duration 1 hour

Saving Throw none; **Spell resistance** no

By consuming 1 ounce of blood from a spellcaster (including alchemists and investigators) killed within the last 24 hours mixed into this extract upon its creation, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead spellcaster (this must be a spell on your spell list); you can spend 1 round to transcribe it into your formulae book.

Alchemical Liquefy

School transmutation; **Level** alchemist 3

Casting Time 1 standard action

Components V, S, M (a specially prepared glass bottle)

Range touch

Target 1 object weighing up to 1 pound/level

Duration 1 round/level (D)

Saving Throw Fortitude negates (object); **Spell Resistance** no

The object you touch becomes a liquid version of itself and drips or runs like a thin oil until it pools on any flat surface. If the item has magical or alchemical properties, they become inert for the duration of the spell. If you are holding the item

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when you cast this spell, you can drain it into the bottle used as focus for the spell. Items with hit point damage or the broken condition regain 5 hit points/caster level if drained into a bottle in this way. The duration of temporary effects (such as applied poison or greater magic weapon) passes normally and may expire while the object is in liquid form. The liquid is clearly unsafe to drink, but if, for some reason, a creature does drink the liquid and the spell ends, the creature takes 3d6 points of damage, and brings up the solid version of the item as a standard action in a coughing fit.

Any spell or effect that would disperse or dilute an object affected by liquefy forces the object to attempt a Fortitude save (using the effect's DC, or DC 15 for effects with no saving throws of their own, such as pouring a liquefied object into a stream). A failed save causes the object to gain the broken condition. If the item is already broken, it is instead destroyed on a failed save. Alchemical liquefy has no effect on artifacts, constructs, or intelligent magic items.

Alchemical Possession

School necromancy; **Level** alchemist 3

Casting Time 1 standard action

Components V, S, F (a piece of paper with the target's name)

Range touch

Target one willing creature

Duration 10 minutes/level or until you return to your body

Saving Throw none; **Spell Resistance** yes

You project your soul out of your body and into the body of a willing creature you touched. This possession is blocked by protection from evil or a similar ward. The target's soul shares its body with you; it is helpless but can still use its senses. You and the target's soul can communicate telepathically as if using a common language.

You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and natural attacks(such as a bite or sting). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary, spell-like, or supernatural abilities.

As a standard action, you can return to your own body, ending the spell. While your soul is possessing the target, your body is helpless. If the host body is slain, you return to your own body if it is within range, and the life force of the host departs (it is slain). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

Alchemical Potion Storage

School transmutation; Level alchemist 2

Casting Time 1 standard action

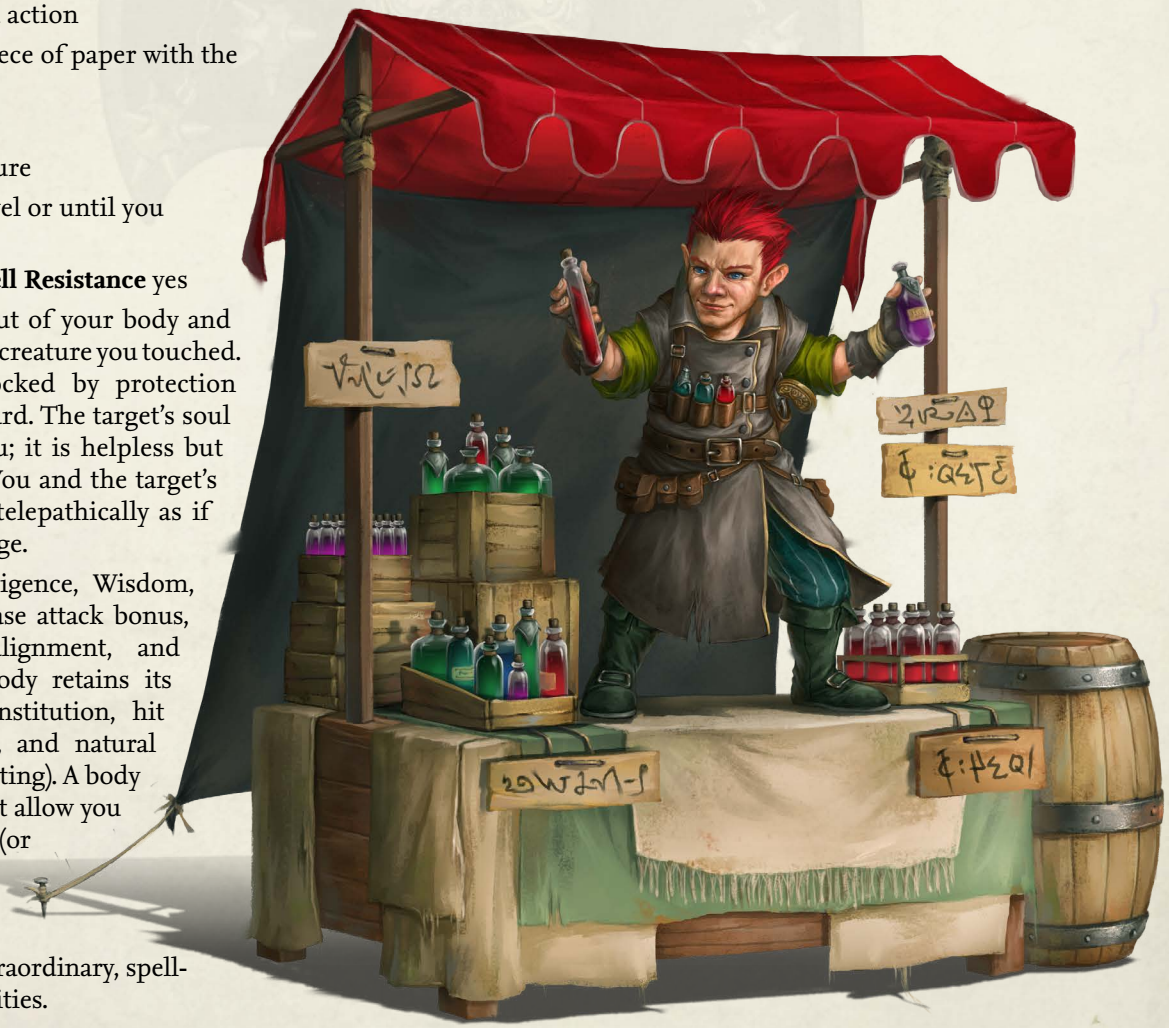
Components S, M (potion)

Range Target You

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When you create this extract, you must add a potion to it. When you imbibe this extract, the effects of the potion do not occur. Instead, it is maintained inside of your body permanently until you spend a standard action to activate its effects.



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Kallen's Demolitionist Gift

School transmutation; **Level** alchemist 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 24 hours

This extract is mixed with the rare poison of the crimson scorpion prepared in an incredibly exacting fashion, transforming an alchemist's bombs into a soothing concoction.

As long as you are under the effects of *Kallen's demolitionist gift*, once per round when you damage a creature with your bombs, you heal an amount of hit points equal to your Intelligence modifier. For the spell's duration, you gain a +2 alchemical bonus on all saving throws.

Kallen's Mutagenic Gift

School transmutation; **Level** alchemist 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 24 hours

This extract is mixed with the rare poison of the crimson scorpion prepared in an incredibly exacting fashion, transforming an alchemist's mutagen into a powerful tincture.

As long as you are under the effects of *Kallen's mutagenic gift*, drinking a dose of your mutagen heals you of an amount of damage equal to your alchemist level + your Intelligence modifier. For the spell's duration, you gain a +2 alchemical bonus on all saving throws.

Kallen's Tinker Gift

School transmutation; **Level** alchemist 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 24 hours

This extract is mixed with the rare poison of the crimson scorpion prepared in an incredibly exacting fashion, creating an invigorating link between the alchemist and their automaton.

As long as you are under the effects of *Kallen's tinker gift*, once per round when your automaton makes a successful attack, combat maneuver against an opponent with a CR of at least 1/2 your level, you gain a number of temporary hit points equal to your two times Intelligence modifier which last for the duration of this spell. For the spell's duration, you gain a +2 alchemical bonus on all saving throws.

Kallen's Toxicologist Gift

School transmutation; **Level** alchemist 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 24 hours

This extract is mixed with the rare poison of the crimson scorpion prepared in an incredibly exacting fashion, transforming an alchemist's toxins into an invigorating mixture.

As long as you are under the effects of *Kallen's toxicologist gift*, once per round when a creature fails a saving throw against one of your toxins, you gain a number of temporary hit points equal to your two times Intelligence modifier which last for the duration of this spell. For the spell's duration, you gain a +2 alchemical bonus on all saving throws.

ALTERNATIVE CLASS FEATURES

"First: Do no harm. Second: when you inadvertently violate this first rule, recall that it also applies to you."

From Your Scalpel and You: An Introduction to Chirurgery, *by Rhinocrates of Dos*

Alternate class features are small, modular archetypes. They swap out a single class feature (or a few related class features) for new abilities. By affecting only small parts of the class at a time, a player is able to build the legendary alchemist that best fits their ideas. With these alternate class features, the legendary alchemist is more flexible than ever before. If an archetype or alternate class replaces one of the below class features, the replacement class feature may not be exchanged for an alternate class feature. Mix and match these alternate class features to build your perfect legendary alchemist!

WEAPON AND ARMOR PROFICIENCIES

The following options can be taken in place of the legendary alchemist's normal weapon and armor proficiencies:

Weapon and Armor Proficiencies Alchemists are proficient with all simple weapons, bows, and weapons with 'alchemical' in their name. They are also proficient with light armor and bucklers.

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Weapon and Armor Proficiencies Alchemists are proficient with all simple and martial weapons. They are also proficient with light armor, medium armor, bucklers, and light shields.

Weapon and Armor Proficiencies Alchemists are proficient with all simple weapons, crossbows, and weapons with 'alchemical' in their name. They are not proficient in any armor or shields. In addition, they gain the following class feature:

AC Bonus (Ex)
When unarmored and unencumbered, the alchemist adds their Intelligence bonus (if any) to their AC and their CMD. In addition, an alchemist gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four alchemist levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the alchemist is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load.

THROW ANYTHING

These alternative class features can be taken in place of throw anything.

Polymath (Ex): The legendary alchemist gains 2 additional skill points per level.

Healer (Ex): When the legendary alchemist restores a creature's hit points with an alchemist extract, alchemist spell, or alchemical item, they add their Intelligence modifier to the hit points restored. This does not apply to effects that grant fast healing.

Weapon Focus (Ex) The legendary alchemist gains the Weapon Focus feat, even if they do not meet the prerequisites. In addition, they are treated as fighters of half their class level for the purpose of selecting feats which require levels in the fighter class.

POISON RESISTANCE

These alternative class features can be taken in place of poison resistance.

Mithridatic Healer (Ex): Starting at 2nd level, whenever the legendary alchemist succeeds on a saving throw against poison (but not their own toxins, if they have the toxicologist alchemical discipline), they heal 2 hit points. This increases to 4 hit points at 5th level and 6 hit points at 8th level. At 10th level, whenever the legendary alchemist succeeds on a saving throw against poison they also heal one point of ability damage to an ability score of their choice.

Evasion (Ex): After frequently finding themselves at the at epicenter of an explosion, the legendary alchemist has learned to dodge them and gains evasion as a monk. At 10th level the legendary alchemist gains improved evasion as a monk.

Toughness (Ex) At 2nd level, the legendary alchemist gains the Toughness feat.

ALCHEMICAL WEAPON

These alternative class features can be taken in place of alchemical weapon.

Alchemical Weapon Transformation (Ex) At 3rd level, a legendary alchemist can spend 1 minute to transform an alchemist fire into a melee weapon of their choice which is sized for them. This weapon only deals fire damage equal to the weapon's normal damage, but does not gain the alchemist's Strength modifier to damage, instead gaining the legendary alchemist's Intelligence modifier to damage (minimum 1). After a number of minutes equal to the legendary alchemist's Intelligence modifier, this weapon melts into inert alchemical slime.

Firebreather (Ex): At 3rd level, the legendary alchemist can ingest a dose of a single splash weapon as a move action. Once within a number of rounds equal to their Intelligence modifier (minimum 1), they may breathe it out in a 15-foot cone as a standard action that provokes attacks of opportunity.

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All within the area are affected as if struck with the splash weapon. If a target succeeds on a Reflex saving throw (DC 10 + ½ the legendary alchemist's level + their Intelligence modifer) they are instead affected as if by the splash damage (if any). The legendary alchemist may add their Intelligence modifier to the damage if they have the throw anything class feature.

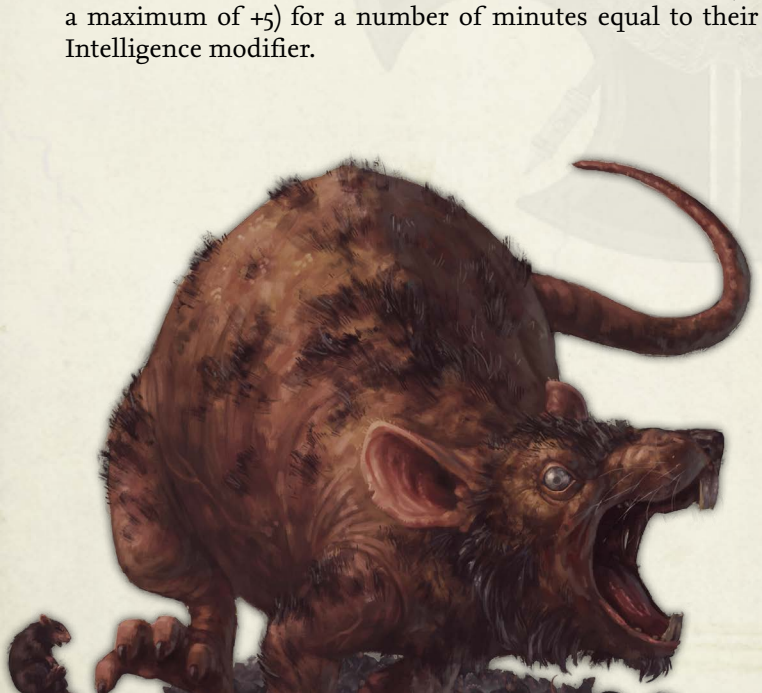
Vigilante Talent (Ex) At 3rd level, the legendary alchemist can select a vigilante talent as though they were a vigilante[UI] of their class level (they do not have a vigilante specialization). Each time they gain a level, they can choose to change this talent.

ALCHEMICAL FUSION

These alternative class features can be taken in place of alchemical fusion.

Advanced Study (Ex) At 3rd level and every level thereafter, the legendary alchemist adds 1 formula of every level they know free of cost (at 4th level, the legendary alchemist would add a 1st and 2nd level formulae to their formulae book).

Magical Weapon (Su) At 3rd level, the legendary alchemist can spend 1 point of quintessence as a free action to increase the enhancement bonus of any weapon they wield by +1 (to a maximum of +5) for a number of minutes equal to their Intelligence modifier.



Potion Grenade (Su): At 3rd level, a alchemist can spend 1 point of quintessence to infuse explosives into a potion; doing so takes 1 minute. The alchemist may throw a potion prepared in such a manner as a splash weapon. Any target hit with the potion takes 1d6 piercing and slashing damage and is affected by the potion as if they had drunk it. This preparation lasts 24 hours, after which it reverts to a normal potion.

NEW ARCHETYPES

"...and one, he just kept summoning animals, the other teleporting all around the place. But that chef lady...dear gods..."

Evain Tryst, former cultist and current prisoner of the state

The following archetypes are designed to be used with the Legendary Alchemist class.

BEASTBORN SHIFTER

More attuned to nature than the more abstract forms other alchemists take, beastborn shifters focus on more traditional forms, instead trying to perfect their own evolution.

Bestial Transformation (Su): At 1st level, beastborn shifters gain the ability to turn themselves into any small or Medium animal and back again, although they are limited to the following forms; badger, bird, camel, cat (small), dire rat, dog, dolphin, horse, manta ray, pony, snake (viper or constrictor), or wolf. This ability functions like the beast shape I spell, except as noted here. The effect lasts for a number of hours equal to their beastborn shifter class level + their Intelligence modifier (minimum 1), and they split the duration of this ability however they want. Each use of this ability uses up at least an hour of its duration, regardless of how long they stay in it. A beastborn shifter can change form while in their bestial transformation but doing so reduces their total duration by 1 hour. Bestial transformation is treated as wild shape for the purpose of feats which would affect it.

A beastborn shifter loses their ability to speak while in animal form because they are limited to the sounds that a normal, untrained animal can make, but they can communicate normally with other animals of the same general grouping as their new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.) In addition, a beastborn shifter can change their form while in bestial transformation as a standard action a number of times per day equal to 1/2 their character level + their Intelligence modifier (minimum 1); doing so does not consume any duration of their bestial transformation ability. At 3rd level, a beastborn shifter is no longer limited in which forms they can take from the options provided by *beast shape I*.

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At 6th level, a beastborn shifter can use bestial transformation to change into a Large or Tiny animal. When taking the form of an animal, a beastborn shifter's bestial transformation now functions as *beast shape II*. At 8th level, a beastborn shifter can use bestial transformation to change into a Huge or Diminutive animal or a small or medium magical beast. When taking the form of animals or magical beasts, a beastborn shifter's shifter shape now functions as *beast shape III*. At 12th level, a beastborn shifter can use bestial transformation to transform into a Tiny or Large magical beast. When taking the form of magical beasts, a beastborn shifter's bestial transformation now functions as *beast shape IV*. At 16th level, a beastborn shifter can use bestial transformation to transform into a Diminutive or Huge magical beast. When taking the form of magical beasts, a beastborn shifter's bestial transformation now functions as *magical beast shape I*.

This ability replaces alchemical discipline and discipline breakthrough.

Lycanthropic Defense (Ex) At 9th level, the beastborn shifter gains DR 5/silver. At 19th level, this increases to DR 10/silver.

This ability replaces discipline defense.

CHIRURGEON

While many alchemists revel in the destruction their creations can cause, the chirurgeon pursues a more subtle art. By studying anatomy and medicine, they not only gain skill at healing, but an adeptness at striking the most vulnerable parts of their enemies.

Sneak Attack (Ex) At 1st level, a chirurgeon gains the sneak attack ability as a rogue of the same level. If a character already has sneak attack from another class, the levels from the classes that grant sneak attack stack to determine the effective rogue level for the sneak attack's extra damage dice (so an alchemist 1/rogue 1 has a +1d6 sneak attack like a 2nd-level rogue, an alchemist 2/rogue 1 has a +2d6 sneak attack like a 3rd-level rogue, and so on).

This ability replaces bomb. The chirurgeon cannot select bomb discoveries.

Disease Resistance (Ex) At 2nd level, a chirurgeon gains a +2 bonus on all saving throws against disease. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, an alchemist becomes completely immune to disease.

This ability replaces poison resistance and poison immunity.

Skilled Hands (Ex) The chirurgeon may use their Intelligence modifier when making Heal checks instead of their Wisdom modifier. At 2nd level, a chirurgeon adds half their level on Heal skill checks. At 5th level they gain the skill unlock[PU] for Heal.

Makeshift Bandages (Ex) Starting at 3rd level, when the chirurgeon uses the last use of a healer's kit there is a 20% chance that they are able to stretch the medicaments and plasters, leaving the kit with one use only they or another chirurgeon can use. This remaining use can potentially be stretched in the same manner. At 7th level, and every 4 levels thereafter, this chance increases by 20%, to a maximum of 100% at 19th level.

This ability replaces multi bomb, empowered bomb, flurry bomb, and ultimate bomb.

Rogue Talents A chirurgeon can select a rogue talent that adds effects to sneak attack in place of a discovery. At 10th level they can select an advanced rogue talent that adds effects to sneak attack in place of a discovery.

COMBAT SCIENTIST

To a combat scientist, the tools of alchemy simply aren't enough for them. Devoted to combat in all of its forms, combat scientists study rare and esoteric forms of combat, their search for knowledge forcing them to focus on strange and unique combat styles.

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Weapon and Armor proficiencies: In addition to the normal proficiencies granted by the alchemist class and any other archetypes or alternative class features, if this is this character's first level in any class, they can select a martial tradition[SOM] of their choice.

Combat Training (Ex): A combat scientist is considered a Proficient practitionerS[oM], gaining spheres and talents as appropriate. Combat scientists use Intelligence as their practitioner modifier.

Reduced Extracts: The combat scientist gains 1 fewer extract of each level than normal. If this reduces the number to 0, they only gain an extract of that level if their Intelligence allows bonus extracts of that level.

This ability alters extracts.

ESOTERICIST

Most alchemists must make careful note of the laws of nature, bending and shaping them to achieve fantastic results. The esotericist, on the other hand, needs exert no such effort. When they formulate a hypothesis, the world bends itself to accommodate it. Because of this supernatural ability to warp reality, esotericists do not train as rigorously in mixing chemicals to create wondrous effects and instead produce them directly through magic.

Class Skills: The esotericist gains Bluff, Diplomacy, and Intimidate as class skills. This modifies class skills but may be combined with other archetypes that add new class skills.

Spells: An esotericist casts psychic spells drawn from the psychic class spell listOA plus the legendary alchemist's extract list. Only spells from the psychic class spell list of 6th level or lower and esotericist spells are considered to be part of the esotericist's spell list. If a spell appears on both the psychic class spell list and the legendary alchemist extract list, the esotericist uses the spell level from the legendary alchemist extract list. They can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an esotericist must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a esotericist's spell is 10 + the spell's level + the esotericist's Charisma modifier.

Like other spellcasters, an esotericist can cast only a certain number of spells of each spell level per day. They know the same number of spells and receive the same number of spells slots per day as a bard of her legendary alchemist level and knows and uses 0-level knacks as a bard uses cantrips. In addition, they receive bonus spells per day if they have a high Charisma score.

At 5th level and every 3 levels thereafter, an esotericist can choose to learn a new spell in place of one they already know, using the same rules as a bard. In effect, the esotericist loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level spell the esotericist can cast.

A esotericist need not prepare her spells in advance. They can cast any esotericist spell they know at any time, assuming they have not yet used up their allotment of spells per day for the spell's level.

This ability replaces extracts, but this archetype may still be combined with other archetypes that reduce the number of extracts per day. In this case, reduce the esotericist's number of spell slots per day for each level by the same number.

Reality Impressor (Ex): The esotericist uses Charisma for all alchemist class features that would normally use Intelligence.

Magnetic Surge (Su): At 4th level, the esotericist can spend 1 quintessence as a swift action. If they do, they gain a +1 alchemical bonus to the caster level of the next spell they cast before the end of their next turn. At 8th level and every four levels afterwards, this alchemical bonus increases by 1 (to a maximum of +5 at 20th level).

This ability replaces quintessence surge.

ETHERIC MYSTIC

The path of potions and reagents is a tempting one, but etheric mystics eschew such things, seeking power from more unique sources. Seeking knowledge that would normally be locked behind other studies, etheric mystics are some of the rarest and exotic of alchemists, some not even considering them among their brethren.

Weapon and Armor Proficiencies: Etheric mystics are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This modifies the alchemist's weapon and armor proficiencies.

Spells: The etheric mystic may combine spheres[SoP] and talents to create magical effects. The etheric mystic is considered a Mid-Caster[SoP] and uses Intelligence as their casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the extracts class feature.

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Spell Pool (Su): The etheric mystic gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their Intelligence modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training (Ex): An etheric mystic gains a combat or magic talent every time they gain a class level. Etheric mystics use their casting ability modifier as their practitioner modifier.

This replaces poison resistance and poison immunity.

GOURMAND

The greatest masters of a craft devote their lives to perfecting it, whether that be alchemy, swordplay, or woodworking. For no one is this as true as the gourmand, who dedicates themselves to the study of both alchemy and the culinary arts. By blending the science of alchemical formulas with the art of flavor, the gourmand strives towards creating masterpieces of food and drink with incredible side effects and a dash of spice.

Culinary Alchemy (Su): A gourmand can use Craft (alchemy) to create food and beverages as though it were the relevant Craft or Profession skill and treats food and drink as alchemical items for the purpose of crafting them. Alcoholic beverages created by a gourmand can never inflict addiction.

This alters alchemy.

Gourmet Meal (Su): At 1st level, a gourmand can spend 10 minutes and 1 point of quintessence to turn a prepared extract into a meal for themselves and their allies. This meal can feed up to four Small or Medium creatures plus one for every five alchemist levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so on. Eating enough of the meal to gain the benefits takes 10 minutes. Any creatures who consume this meal gain the benefits of the extract used with its duration increased by one step; from rounds per level to minutes, minutes to ten minutes, ten minutes to hours, and hours to 24 hours. The effect ends as soon as the gourmand uses this ability again.

This replaces discipline.

Alchemical Distillery (Su): When brewing a potion, a gourmand can instead distil it into an alcoholic beverage. Potions created with this ability increase all their numerical effects by 50% as though affected by the Empower Spell metamagic feat and grant an alchemical bonus to Charisma based skill and ability checks equal to the potion's caster level for one hour, but impart a -2 penalty to Intelligence, Wisdom and Dexterity based checks for the same duration. This penalty stacks if multiple potions made with this ability are consumed. Effects that remove poison will negate both the bonus and the penalty.

This alters brew potion.

Perfect Pairing (Su): Every good gourmand pairs their meals with a good drink. At 5th level, a gourmand can add an alcoholic beverage to their gourmet meal, granting anyone who consumes both a number of temporary hit points equal to double the gourmand's level. These temporary hit points last until the next time the gourmand uses their gourmet meal ability, and if lost are regained at a rate of 1 per minute.

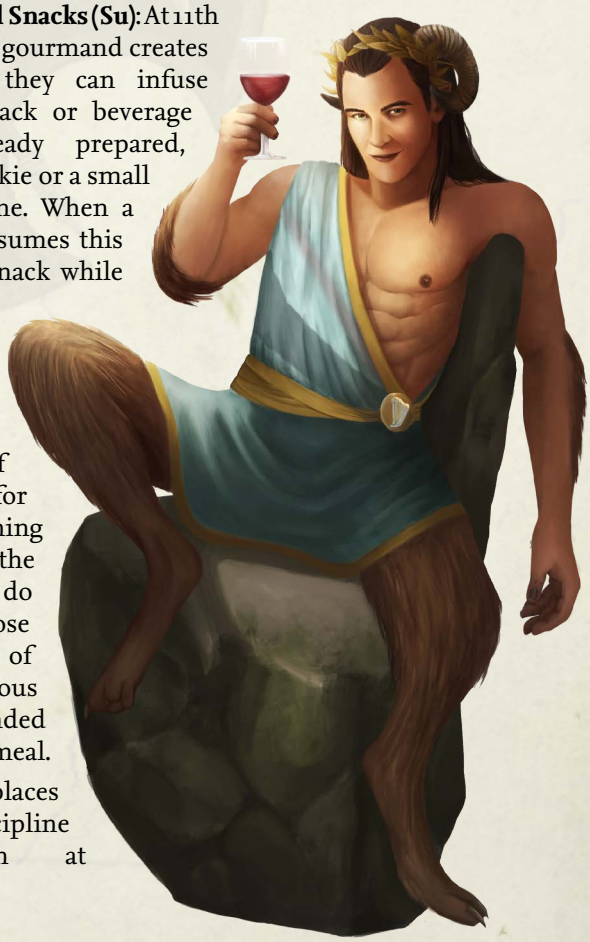
This replaces the discipline breakthrough at 5th level.

Culinary Defense (Ex): At 9th level, the gourmand's culinary failures have helped them develop a strong stomach, granting them a bonus equal to ½ their class level to saving throws which inflict the sickened and nauseated condition and against poisons.

This replaces the discipline defence at 9th level.

Alchemical Snacks (Su): At 11th level, when a gourmand creates an extract, they can infuse it into a snack or beverage they've already prepared, such as a cookie or a small bottle of wine. When a creature consumes this alchemical snack while under the benefits of a gourmet meal, they can gain the benefit of that extract for the remaining duration of the meal. If they do this, they lose the benefits of the previous extract extended by gourmet meal.

This replaces the discipline breakthrough at 11th level.



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Lavish Meals (Su): At 16th level, when creating a gourmet meal, a gourmand can expend an amount of quintessence up to half their maximum and an equal number of extracts. Creatures who consume this meal gain the benefits of as many of these extracts as they want, dividing the duration of the effect by the number of extracts they accept.

This replaces the discipline breakthrough at 16th level.

Perfect Palette (Ex): At 19th level, a gourmand's palette becomes so refined, they can identify the properties of anything that touches their tongue. The gourmand automatically identifies any alchemical substance, potion, or the properties of any food or beverage they taste. In addition, as an immediate action they can spit out any such substance, such as an ingested poison or diseased food.

This replaces the discipline defence at 19th level.

MARTIAL ANALYST

The combination of raw power and scientific discovery is a rare one, but martial analysts manage to mix both into the sweetest of sciences. Unorthodox competitors, martial analysts know that the only thing that they can rely upon is their fist, doing their best to make their attacks as explosive as possible.

Weapon and Armor proficiency: Martial analysts are proficient with all simple weapons and light armor but not shields.

This alters the alchemist's weapon and armor proficiency but does not stop them from selecting the combat scientist archetype.

Educated Fist (Ex) The martial analyst gains the Improved Unarmed Strike feat, dealing damage equal to a monk of their class level. In addition, the martial analyst gains the Stunning Fist feat, although they use their Intelligence in place of their Wisdom to determine its saving throw and is treated as a monk for how often they can use it. A martial analyst also can spend 1 point of quintessence to use their Stunning Fist feat.

This ability replaces throw anything.

Erudite Defense (Ex) At 1st level, the martial analyst gains a bonus to their armor class equal to their Intelligence modifier while wearing light or no armor and not carrying a shield. In addition, a martial analyst gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four alchemist levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the alchemist is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor heavier than light, when they carry a shield, or when they carry a medium or heavy load.

This bonus cannot exceed the martial analyst's class level.

This ability replaces poison resistance +2 and poison resistance +6.

Power Gauntlet (Ex) At 2nd level, the martial analyst gains the ability to create a unique alchemical gauntlet known as a power gauntlet, gaining proficiency with this weapon. No other creature is proficient in its use and treats it as a gauntlet. This unique item is treated as a masterwork alchemical gauntlet; however, it deals damage equal to the martial analyst's unarmed damage. This gauntlet can be enhanced as a normal item, and the martial analyst can do so by sacrificing gold or valuable items equal to the cost of the enhancement and spending 1 day in study, successfully enhancing her weapon without fail. If the gauntlet is destroyed, the martial analyst can spend 1 day and gp equal to her level x 50 to create a new one.

A power gauntlet also has a unique reservoir that can be filled as a move action, allowing it to be filled with a liquid or powdered alchemical item (including a toxin); the alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, affect additional targets, or benefit from any other effects that specifically affect splash weapons. Any extra damage added is not doubled on a critical hit. At 6th level and every six levels afterwards, the martial analyst can add an additional reservoir to their power gauntlet, allowing them to store an additional alchemical item. At 6th level, this reservoir can be filled as a swift action.

This ability replaces alchemical weapon, poison resistance +4, and poison immunity.

Studied Quintessence (Ex) At 4th level, whenever a martial analyst is under the effects of their quintessence surge, if they deal damage with an alchemical item using their power gauntlet, they can reroll any damage dice from that alchemical item if they come up as a 1 or 2. The martial analyst must accept the result of the reroll, even if it would be lower.

This ability alters quintessence surge.

Bomb Knuckle (Ex) At 5th level, the martial analyst's gauntlet gains an additional reservoir which can only be filled with a bomb as a free action once per turn (which remains active, even if the martial analyst does not have the delayed detonation discovery), although they cannot apply a [shape] discovery to a bomb placed in that reservoir, and it does not deal splash damage. When the martial analyst uses an attack action to attack, they can detonate this bomb as a part of a successful attack. Any creature damaged by this bomb is treated as though they took a direct hit from that bomb for the purpose of its effects.

This ability replaces multi bomb.

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Full Metal Fist (Ex) At 5th level, the martial analyst's power gauntlet is treated as all metals for the purpose of overcoming damage reduction.

This ability replaces alchemical study, but the martial analyst can take Skill Unlock: Craft (alchemy) as a discovery; this does not count as taking the Signature SkillPU feat.

Dynamite Punch (Ex) At 15th level, the martial analyst's power gauntlet gains an additional bomb reservoir (both of which can be filled with the same free action) and may detonate both bombs during a single attack action.

This ability replaces flurry bomb.

REANIMATOR

The study of life, death, and what lies between is as much a scientific topic as it is a magical one, and the reanimator's studies blur the lines between. For some it is a dedication to intellectual study of undeath, for others the pursuit of a more unsavory immortality, and for an unsavory few merely an appreciation for the unique manner in which zombies rip skulls open to devour the brains within. Whatever their reasons, reanimators have a deep understanding of undeath in all its facets.

Biological Concentration: While a reanimator's heavy focus on biology gives the reanimator plenty of options for a discipline, it leaves little room for engineering. A reanimator cannot select the tinker discipline.

This alters alchemical discipline.

Zombie Virus: At 1st level, a reanimator's primary source of undead is through a virus. By spending 1 point of quintessence and 10 minutes, the reanimator can create a number of viral agents equal to the reanimators Intelligence modifier. The reanimator can use a viral agent as though it were an injury poison and is immune to its effects. A creature that is exposed to a viral agent must succeed at a Fortitude save (DC = 10+ 1/2 the reanimator's class level + the reanimator's Intelligence modifier). On a failed save, the target is afflicted with zombie virus.

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Zombie Virus: injury; save special (see above); *onset* immediate; *frequency* 1/hour; *effect* 1d3 Con damage; *cure* 1 save; *special* a creature who dies while afflicted with the zombie virus immediately rises as a zombie under the control of the reanimator who created the zombie virus. After 1 minute, this zombie collapses, inert, but may later be reanimated by other means.

At 5th level the Constitution damage form zombie virus increases to 1d6; at 9th level, the frequency increases to 1/minute; at 13th it also deals 1d6 Cha damage; and at 17th the frequency increases to 1/round.

This replaces bomb.

Alchemical Necromancy: At 6th level, a reanimator gains the alchemical zombie discovery as a bonus discovery. The reanimator can use this ability to create skeletons as well as zombies and can give their skeletons the bloody template or their zombies the fast template by using an additional 50 gp worth of alchemical reagents when creating them.

This replaces multi bomb.

Improved Alchemical Necromancy: At 11th level, a reanimator unlocks the secrets of greater undead creation. When creating an undead with alchemical necromancy, the reanimator can spend an additional 100 gp in alchemical reagents per HD of the corpse being animated to create a more powerful undead as though casting *create undead*, using their alchemist level as their caster level to determine what they can create. Undead created by this effect are under the reanimator's control as normal but are treated as 1.5x their HD for the purpose of determining how many undead the reanimator can control at once.

This replaces empowered bomb.

Viral Carrier: At 15th level, when a reanimator creates an undead creature, they can make that creature a carrier for their zombie virus. That creature inflicts the zombie virus with its natural attacks.

This replaces flurry bomb.

Virulent Contagion: At 19th level, the reanimator cultivates a strain of the zombie virus capable of spreading from victim to victim. Any zombie created by the zombie virus ability can spread the virus as if they were a carrier.

This replaces ultimate bomb.

Zombie Plague: At 20th level, zombies created by a reanimator's zombie plague no longer fall inert after one minute

This replaces grand discovery.

RECONDITE MECHANIST

Despite a drive for creating unique machines, a recondite mechanist attempts to create machines that push the bounds of what is normally thought possible. Using experimental techniques, these creators hope to bring their creations to the absolute edge of robotics, often eschewing rational thought to do so.

Tinker Discipline At 1st level, a recondite mechanist must select tinkerer for their alchemical discipline.

This ability alters alchemical discipline, but does not prevent the alchemist from taking another archetype which also requires them to select tinkerer for their alchemical discipline.

Versatile Automaton The recondite mechanist's automaton has only half as many customizations (rounded up) as normal. However, it gains one combat talentSoM at 1st level and every odd alchemist level thereafter. It uses either its Strength or its Dexterity as its practitioner ability modifier. It may select the Extra Combat Talent feat with the feat customization. It may only choose from the Athletics, Barrage, Berserker, Boxing, Brute, Lancer, and Sniper spheres.

SUBTLE ALCHEMIST

While creating explosives is one of the more simple and entertaining applications of alchemy and thus the first thing a novice learns, but some prefer a relatively subtle approach. By not learning the art of demolition, they gain the time to study two different disciplines.

Diverse Training (Ex) At 1st level, the subtle alchemist gains two alchemical disciplines instead of one.

This ability replaces bomb, multi bomb, empowered bomb, flurry bomb, and ultimate bomb. The subtle alchemist cannot select bomb discoveries.

Discipline Breakthrough (Ex) At each level they gain this class feature, a subtle alchemist chooses one of their alchemical disciplines. They gain the breakthrough of that discipline but not the other.

This modifies discipline breakthrough, but this archetype may still be combined with other archetypes that modify or replace discipline breakthrough. In this case, the subtle alchemist only gains the abilities from that archetype and may not choose the discipline breakthrough of their other discipline.

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Discipline Defense (Ex) At each level they gain this class feature, a subtle alchemist chooses one of their alchemical disciplines. They gain the defense of that discipline but not the other.

This modifies discipline defense, but this archetype may still be combined with other archetypes that modify or replace discipline breakthrough. In this case, the subtle alchemist only gains the abilities from that archetype and may not choose the discipline defense of their other discipline.

TECHNICAL CHYMIST

The conventional sciences of alchemy may appeal to most, but to a technical chymist, their love has always been in their own inventions. Not willing to create a single work to dominate their time, a technical chymist instead loves to create as many new and wondrous inventions as possible, testing out each with a feverous glee

Inventive Mind (Ex) The technical chymist can create an invention as though they were a technicianSoM of their level. This invention can have 1 improvement applied to it. At 5th level and every five levels thereafter, they can maintain an additional invention.

This ability replaces alchemical discipline.

Inventive Breakthrough (Ex) At 5th level, a technical chymist can apply an additional improvement to all inventions they possess. At 11th and 17th level, they can apply another improvement to all their inventions.

This ability replaces discipline breakthrough.

Tinker Defense The technical chymist gains the discipline defense of the tinker discipline.

This ability alters discipline defense.

TERATOGENIC BEASTMASTER

Not all with animal companions are shining knights or nature lovers. Some are experimentalists whose companions are half pet, half test subject. The teratogenic beastmaster gains an animal companion and the ability to produce mutagens that can affect both of them at the expense of some of their own combat prowess.

Base Attack Bonus A teratogenic beastmaster gains a base attack bonus equal to a sorcerer of their class level.

This modifies base attack bonus.

Hit Dice A teratogenic beastmaster uses d6 for their Hit Die.

Class Skills The teratogenic beastmaster gains Handle Animal and Ride as class skills. This modifies class skills, but may be combined with other archetypes that add new class skills.

Animal Companion (Ex) At 1st level, a teratogenic beastmaster forms a bond with an animal companion. A teratogenic beastmaster may begin play with any of the animals available to a druid. This animal is a loyal companion that accompanies the teratogenic beastmaster on their adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The teratogenic beastmaster's effective druid level is equal to their alchemist level. If a character receives an animal companion from more than one source, their effective druid levels stack for the purposes of determining the companion's statistics and abilities.

If a teratogenic beastmaster releases their companion from service or their animal companion perishes, they may gain a new one by performing a ceremony requiring 24 uninterrupted hours of alchemical dabbling, producing potent pheromones to attract the new companion in the environment where it typically lives.

Teratogen The teratogenic beastmaster must select the mutagenic discipline at 1st level. The mutagens they create can affect their animal companion in exactly the same way they affect their animal companion, including special effects of [evolution] discoveries. Applying a mutagen to their animal companion companion is a standard action and requires the teratogenic beastmaster to be adjacent to it.

This modifies alchemical discipline. A teratogenic beastmaster cannot also gain an automaton in any way.

Bomb-Proof Companion (Ex) At 2nd level, a teratogenic beastmaster's animal companion gains a +2 bonus on all saving throws against fear effects and the DC to intimidate it increases by 2. This bonus and increase to DC increase to +4 at 5th level, and then again to +6 at 8th level. At 10th level, the teratogenic beastmaster's animal companion becomes completely immune to fear effects.

This replaces poison resistance.

Monstrous Link (Ex) At 5th level, in any round where the teratogenic beastmaster applies a mutagen to their animal companion, they may spend a swift action to allow the animal companion to immediately take a move action to move, even if it isn't the animal companion's turn.

This ability replaces the discipline breakthrough gained at 5th level.

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Extended Mutagen At 11th level, the teratogenic beastmaster can spend 1 additional point of quintessence when creating a mutagen to cause its effects to last for 1 hour per alchemist level. This mutagen can only be applied to their animal companion. In addition, the mutagenic alchemist's animal companion may spend a full-round action to suppress the effects of their mutagen. While suppressed, the animal companion can spend an immediate action to regain the benefits of their mutagen. Both of these actions requires the teratogenic beastmaster to command their animal companion, as though it were a trick. (The animal companion need not spend a trick known to do this.)

This ability replaces the discipline breakthrough gained at 11th level.

Anomalous Companion At 17th level, the teratogenic beastmaster's animal companion is considered to permanently be under the effect of one of its master's mutagens. As a standard action the teratogenic beastmaster may touch their animal companion and spend one point of quintessence to change the [evolution] discoveries the animal companion benefits from and which of their physical ability scores gains a +8 bonus, which gains a +6 bonus, and which gains a +4 bonus. This activates monstrous link class feature as if the teratogenic beastmaster were applying a mutagen to their animal companion. In addition, the teratogenic beastmaster may now benefit from mutagens created with the extended mutagen class feature, though it requires 1 minute for them to suppress the effect and a full-round action to regain it. The animal companion may still suppress and regain the benefits of their mutagen as normal.

This ability replaces the discipline breakthrough gained at 17th level.

Fortified Companion The teratogenic beastmaster does not gain the benefit of the mutagenic discipline defense. Their animal companion does instead.

This modifies discipline defense.

SAMPLE CHARACTER: TALAL AL-HAKEEM

"You live long enough and you learn certain things. How to live, how to love, how to cherish those close to you. But most of all, you learn how much someone's life is worth to them, down to the last copper."

Talal Al-Hakeem, the Orichalcum Tyrant

TALAL AL-HAKEEM **CR 10**

XP 9,600
Male human legendary alchemist 11
LE Medium humanoid (human)
Init +5; **Senses** Perception +14
DEFENSE
AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)
hp 75 (11d8+22)
Fort +9, **Ref** +9, **Will** +4
Immune poison

OFFENSE

Speed 30 ft.
Melee slam +13 (1d6+7) or Power Attack slam +10 (1d6+16)
Ranged bomb +8 (6d6+3)
Exacts Prepared
4th—*echolocation*[UM], *teleport*
3rd—*alchemical possession**, *channel vigor*, *death ward*, *fly*, *remove disease*
2nd—*alchemical blood transcription**, *barkskin*, *invisibility*, *mirror image*, *resist energy*
1st—*cure light wounds* (2), *enlarge person*, *identify*, *long arm*[ACG], *polypurpose panacea*[UM]
* new spell described in this book

TACTICS

Before Combat Always prepared for combat, when Talal is talking to someone he knows he will need to fight, he begins by striking up a conversation with them, often at a bar, taking the chance to use his Smooth Drinker feat to imbibe whichever extracts he believes he'll need (*long arm*, *channel vigor*, and *mirror image* being his favorites). Once he's ready to begin, he'll imbibe his mutagen (extending it with extended mutagen if he expects a longer encounter) using his combined mutagen discovery, adding

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enlarge person to it to increase his range as needed (using feral mutagen, ooze mutagen, dual evolution, extended mutagen, and combination mutagen is enough to use all 6 of Talal's quintessence).

During Combat Talal's mutagen of choice is a combination of feral mutagen and ooze mutagen, using both at the same time. A master of close-range combat, Talal will always target the weakest looking target within his reach, storming towards them in an attempt to tear them into pieces. Once in melee combat, he remains focused on a single target for as long as he can, refreshing his temporary hit points as needed. Taking advantage of his split evolution discovery, he will attempt to divide and conquer, always willing to sacrifice his false clone with this ability.

Morale Talal never uses his Blackened Alchemist feat in combat, instead using it in case he is caught in a dangerous situation and requires his mutagen more than once per day. His pride causes him to fight until his hit points are reduced to 1/10th or less, and if given a moment of freedom, he will instantly imbibe his teleportation extract to find his way to safety. If restrained, he takes on a calm attitude, accepting his loss and proving willing to work with those who have bested him.

Modified Statistics With his mutagen active, Talal's stats change in the following ways: **AC** 22, flat-footed 21 (+7 armor, +1 Dex, +4 natural); **hp** 97 (11d8+44) +14 temporary hit points; **Fort** +11, +5 vs transmutation effects; **DR** 3/adamantine; **Melee** bite +16 (1d8+8) or Power Attack bite +13 (1d8+14), 2 claws +16 (1d6+8) or Power Attack claw +13 (1d6+14), slam +16 (1d6+8) or Power Attack slam +13 (1d6+14); **Str** 24, **Con** 16; **CMB** +15; **CMD** 26.

STATISTICS

Str 18, **Dex** 12, **Con** 12, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 23

Feats Blackened Alchemist, Brew Potion[B], Extra Discovery (smoke bomb), Improved Initiative, Power Attack, Skill Unlock (Craft [alchemy])B, Smooth Drinker, Throw AnythingB, Toughness

Discoveries Combined Mutagen, Dual Evolution, Feral Mutagen, ooze mutagen, smoke bomb, split evolution

Quintessence 6/day

Skills Bluff +13, Craft (alchemy) +22, Diplomacy +13, Knowledge (arcana) +17, Perception +14, Sense Motive +14, Spellcraft +17

Languages Common, Dwarven, Elven

SQ alchemy, alchemical discipline (mutagenic), alchemical fusion, alchemical study, alchemical weapon, bomb, discipline defense, discipline breakthrough, empowered bomb, multi bomb, quintessence surge +2, swift alchemy

Combat Gear *black blood elixir**; **Gear** *+1 radiant silver breastplate*, *amulet of mighty fists +1*, *belt of giant strength +2*, *cloak of resistance +1*, formulae book, *headband of vast intelligence +2*, 165 gp

Special: Talal is under the effects of a material infusion elixir (orichalcum, weapon), granting his natural weapons the benefit of that material. Due to creating his own equipment, his wealth is increased by 50%. Material infusion elixir and Orichalcum are described further in Legendary Alchemists Expanded; the effects of Orichalcum weapons are described in the sidebar.

Orichalcum

Forged of a rare combination of star metal and dust from a philosopher's stone, Orichalcum is known as the true metal of alchemy, often prized as much for its symbolic nature in the process of creation as it is for its incredible powers. Able to be made into wondrous shapes and forms, its most unique feature is its adverse reaction to magic, being considered a barrier between our world and the world of elements.

Whenever a creature is damaged by an Orichalcum weapon, if that creature possesses any spell resistance or damage reduction (including that granted by equipment, magic, or other sources), it is reduced by 2 (4 on a critical hit) for 1 minute. This effect stacks with itself, with each new hit resetting the duration. If a magical source of spell resistance or damage reduction is reduced to 0, the effect is instantly dispelled. Due to its composition, ammunition cannot be made with orichalcum.

Orichalcum has 25 hit points per inch of thickness and hardness 18.

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Searching for Talal Al-Hakeem is about as much a fool's errand as searching for a black cat in a coal mine. His footprints are bold and obvious; should you come about a town with folk suffering from symptoms the likes which you've never seen, you are most likely beholding his work. When asking who is responsible for such atrocities, the name given will always differ from the one heard in the previous town, although the tragedy is the same. Mysterious as he is notorious, all that is known for sure about Talal is his skill for producing unique elixirs as well as his proficiency in selling them to the highest bidder. With endless narcissists and clout-chasers assured that a special concoction will make them irresistible to anyone they choose Talal is never short of buyers, offering scholars and nobles across the land promised a drink that will expand their intellect beyond what was thought possible. To Talal, anyone who purchases his products are victims of their own greed, and therefore the sole parties of guilt when the inevitable occurs. What these people want is a shortcut, and Talal is the only one willing to give it to them, no matter what the cost.

Born the son of a traveling doctor, Talal was often times made to assist his father in various tasks. The highly talented doctor made his way to battlefields and other places where violence and death were commonplace, earning himself the nickname 'The White Vulture.' The doctor and his son were not bound by allegiance to any principality, they simply assisted whatever group was willing to pay the most. Through his travels and exposure to different cultures with his father, Talal was able to record a personal compendium that went on to prove essential for his adult life. Unfortunately, the life of a medicinal mercenary is not one without risks. A grieving prince prince whom had learned that the doctor has assisted an enemy kingdom in a previous battle executed Talal's father for treason. Tala was imprisoned in the prince's castle, ordered to use his medical knowledge for the prince exclusively, including the clandestine operations of the prince's personal guard, the crimson dreadnaughts. The man's studies were instrumental in the creation of the concoction which granted the young Kareena Ratika the symbiote Red Love.

Talal was locked away by the southern kingdom for much of his young adulthood. Although his containment was luxurious, he could barely contain the resentment he felt for his captors. He continued to research medicine and the human body, supplementing the lessons passed down from his father that couldn't be found in any book. His time in imprisonment was enough for him to perfect his greatest work, the Black Blood Elixir. The opportunity for Talal's ultimate revenge finally revealed itself when he was ordered to work with the castle's alchemists. They were to develop potions for the army that would enhance their physical abilities for a coming battle. Using his newest and greatest creation, the Black Blood Elixir would give subjects the initial appearance of incredible improvement but would ultimately result in horrific physical abnormalities. He used the ensuing terror and confusion to finally escape, never to be seen in the southern kingdom again.

Ever since that day, Talal has travelled the world as a potion salesman, avoiding larger cities where his reputation precedes him. While it is true that Talal's concoctions give their user spectacular abilities far beyond typical alchemical concoctions, the horrible side effects are always just days away. Through years of experimenting, he has managed to push back the deadline of the body's chemical rejection but has never totally cured it. Every new town is another chance for Talal to perfect his creations, but as soon as the minor side effects show, he knows to pack up his bags and travel to the next destination. For as long as his map is wide and his pace quicker than the words of his deeds, Talal will always be in business. How long that will be, however, is unknown. Could Talal be running out of places to run to? Or will his sins catch up with him in the unlikeliest of places?

Boon: Being a mercenary at heart, the only true way to gain Talal's aid is to prove one's worth to him. Starting with a default starting attitude of neutral, Talal's attitude is instantly shifted to friendly if a character purchases 5,000 gp worth of items from him, requiring a DC 25 Diplomacy check to be made helpful (or DC 35 if neutral). Talal's items for sale are considered to be part of a collection of items elsewhere, not those he has on him, although he will sell his extracts as though they were a spellcasting service at a 10% mark up. If Talal is made friendly, he will share the side effects of the Black Blood Elixir (hard to have repeat customers if they become monsters), as well as selling potions of remove disease at a 10% discount. If helpful and the character has the Brew Potion feat, Talal will spend 1 day helping to train a character in the art of efficient alchemy, reducing the required gp cost to make potions by 5%. If made unfriendly, Talal will still sell things to the character at a 10% higher markup, as well as consistently pushing the black blood elixir onto the character. He will also not sell that character potions of remove disease (unless offered five times its normal cost), claiming he doesn't have the ingredients for them and stating that the character's malady is a curse or other false methods of removing its effects.

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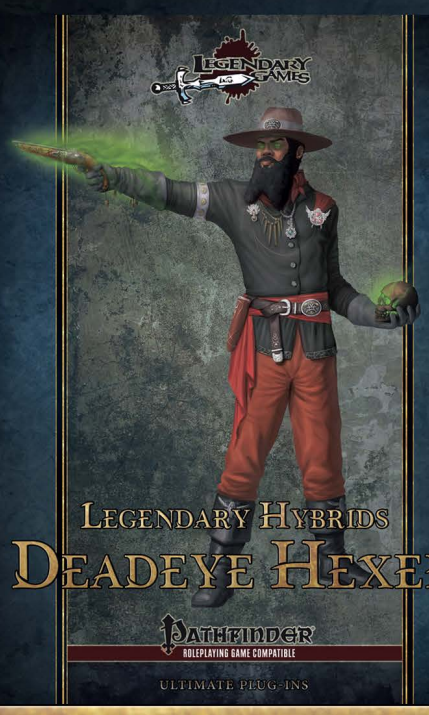

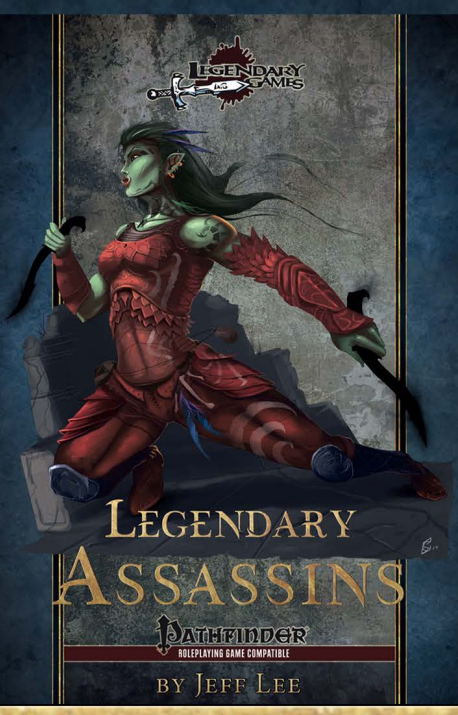

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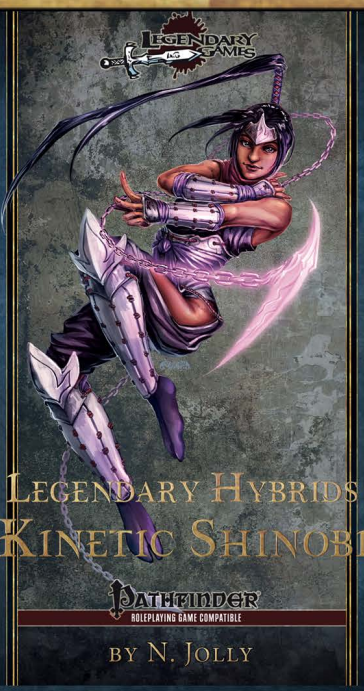

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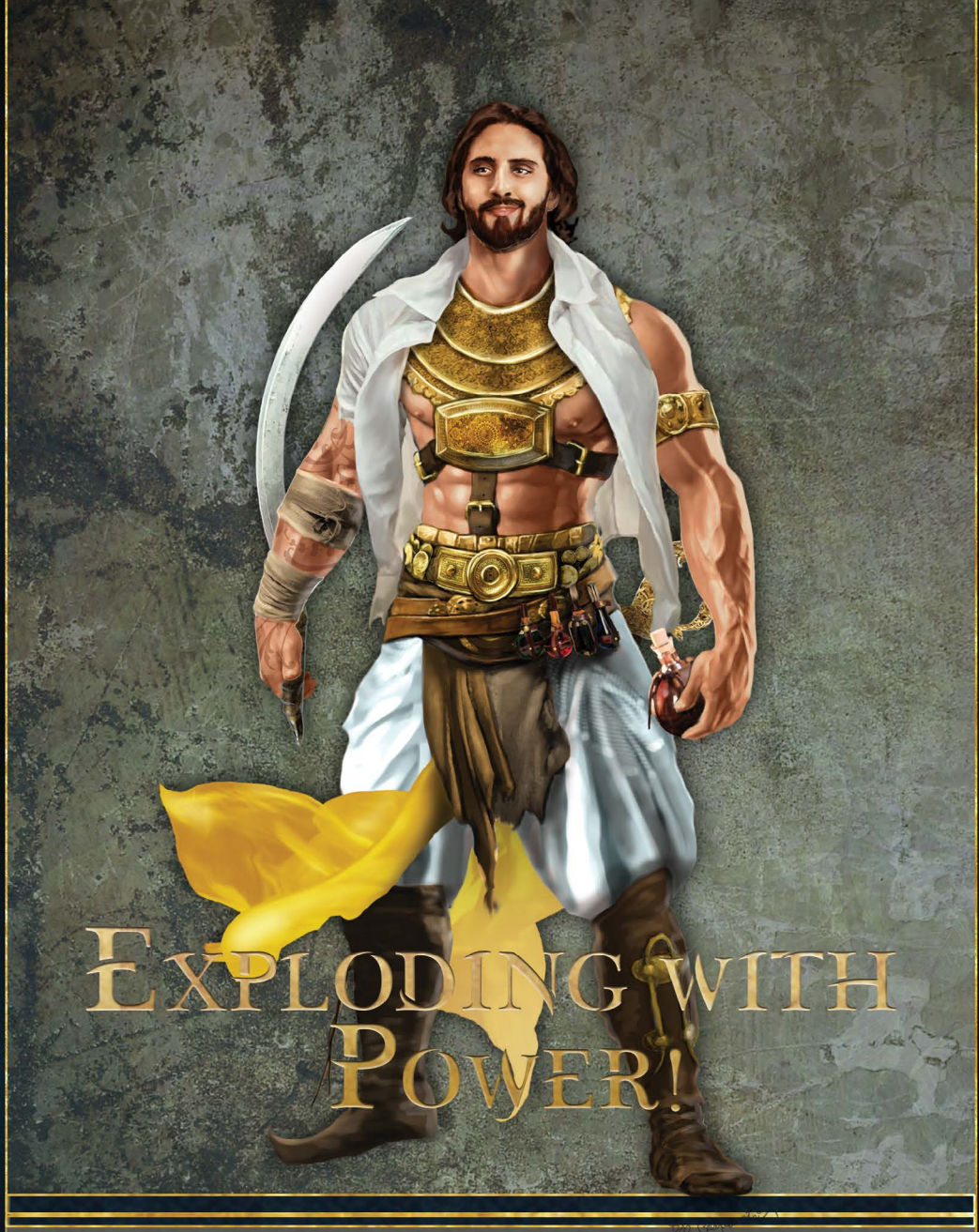

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